



# "The Pajama War"

## 1025-189

### Final Board

Date 05/23/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 06/05/14
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Cole Sanchez

Storyboard by  
Seo Kim &  
Somvilay Xayaphone

Animation Studio  
SAEROM

JUN 30 2014

1025/189

1025/189



# ADVENTURE TIME



1

A

Page 1  
day night

Sc.

Pnl.

Bg.

day night

Sc.

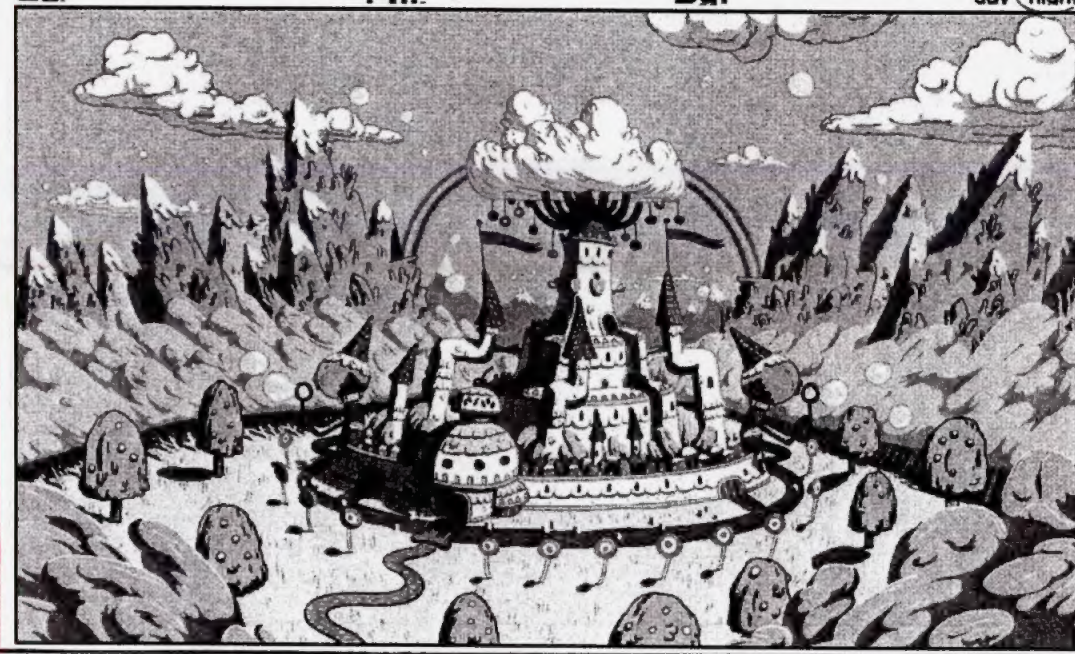
Pnl.

Bg.

day night

THE  
PAJAMA  
WAR

BY SEO & SOMVY



Dialog:

Action:

Timing:

Start

- EXT CANDY KINGDOM , EVENING

JUN 30 2014

Cut

EPISODE #

Production :

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Cut

# ADVENTURE TIME



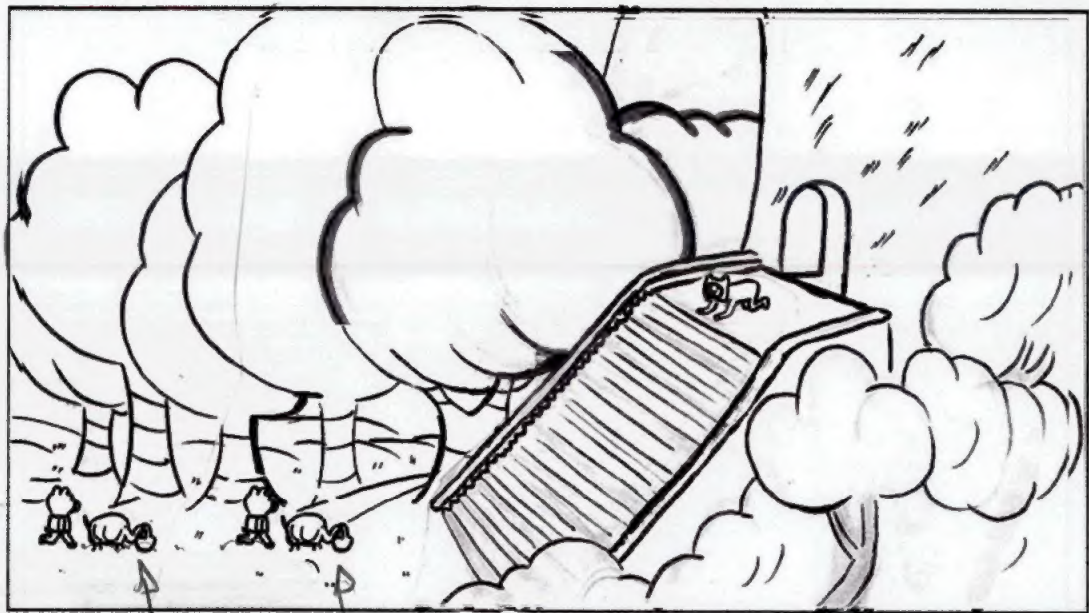
Hu  
Cut

Sc. 2

Pnl. A

Bg.

day night



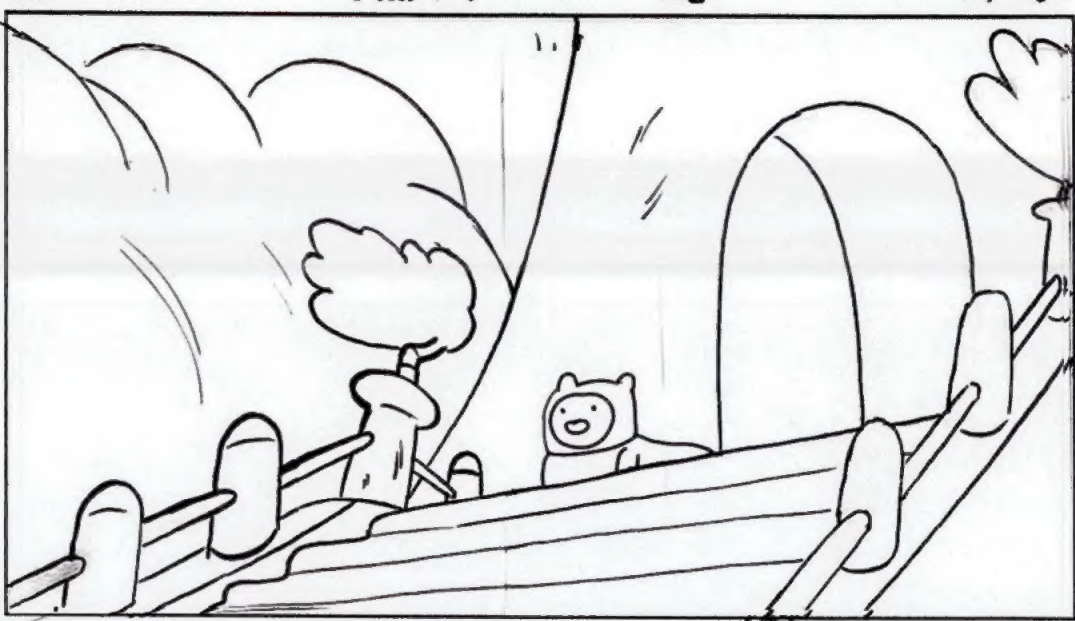
Sc. 3

Pnl. A

Bg.

Page 2  
day night

Hu  
Cut



Dialog:

AI A

F: Tree Trunks!

Action:

- PIG + TT WALK TOWARDS STAIRS.



Timing:

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# ADVENTURE TIME

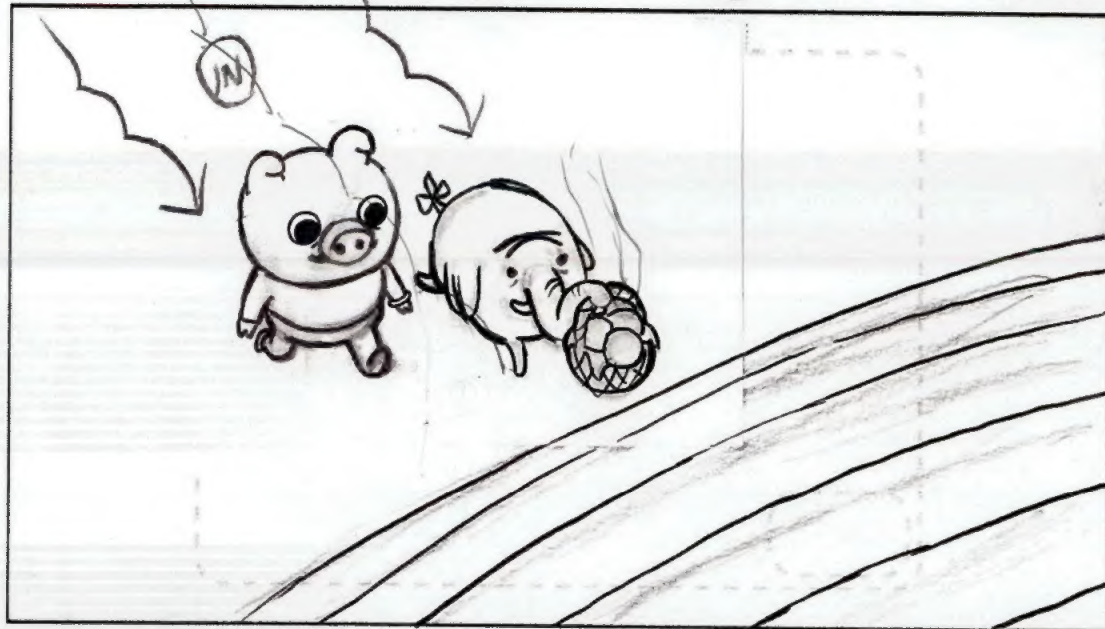


Sc. 4

Pnl. A

Bg.

day night

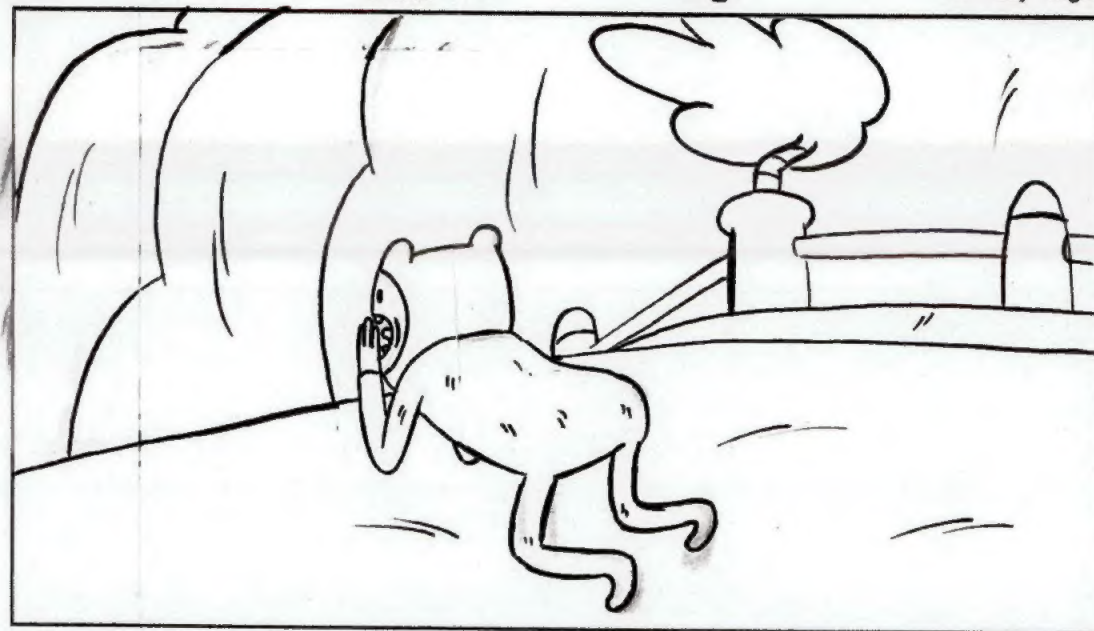


Sc. 5

Pnl. A

Bg.

Page 3  
3A NEXT  
day night



Dialog:

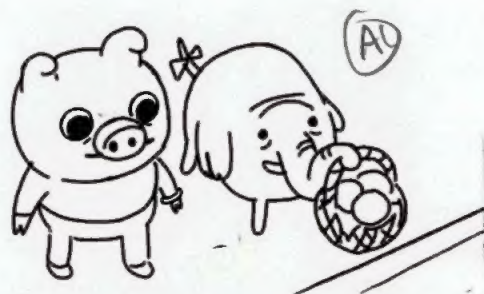
F: (V) The Slumber Party's about to start--

F/ Get those hot buns in here girl!!

Action:

- MR.P+ TT WALK ON/S.

Timing:



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Cut

# ADVENTURE TIME



Sc. 6

Pnl. A

Bg.

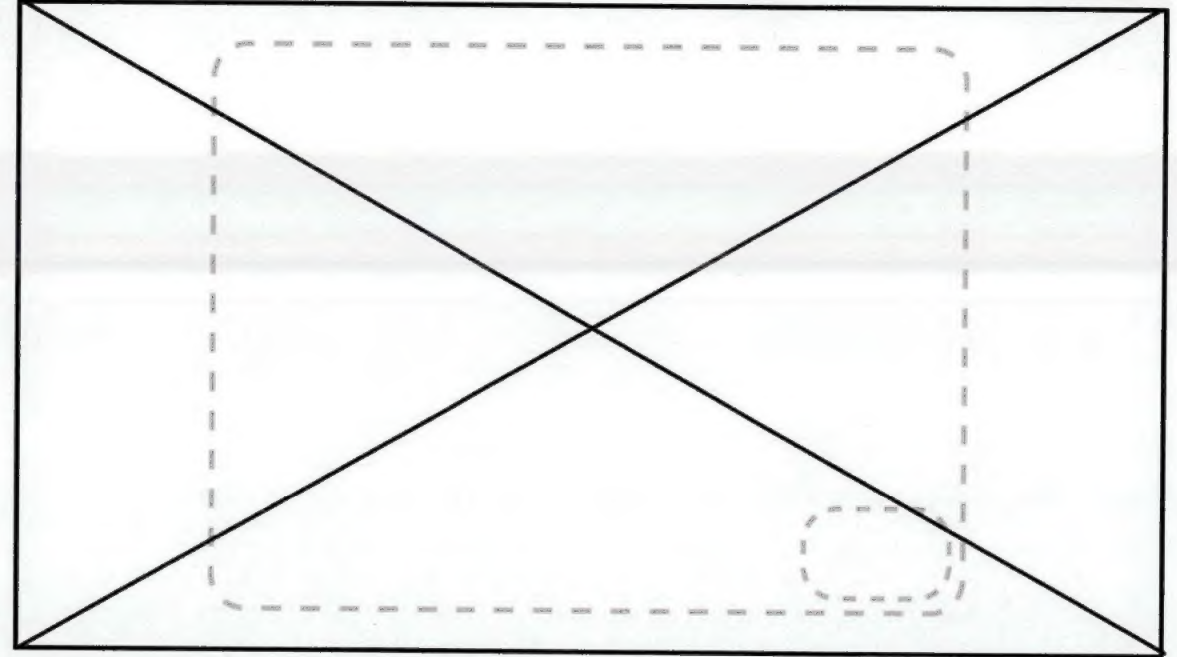
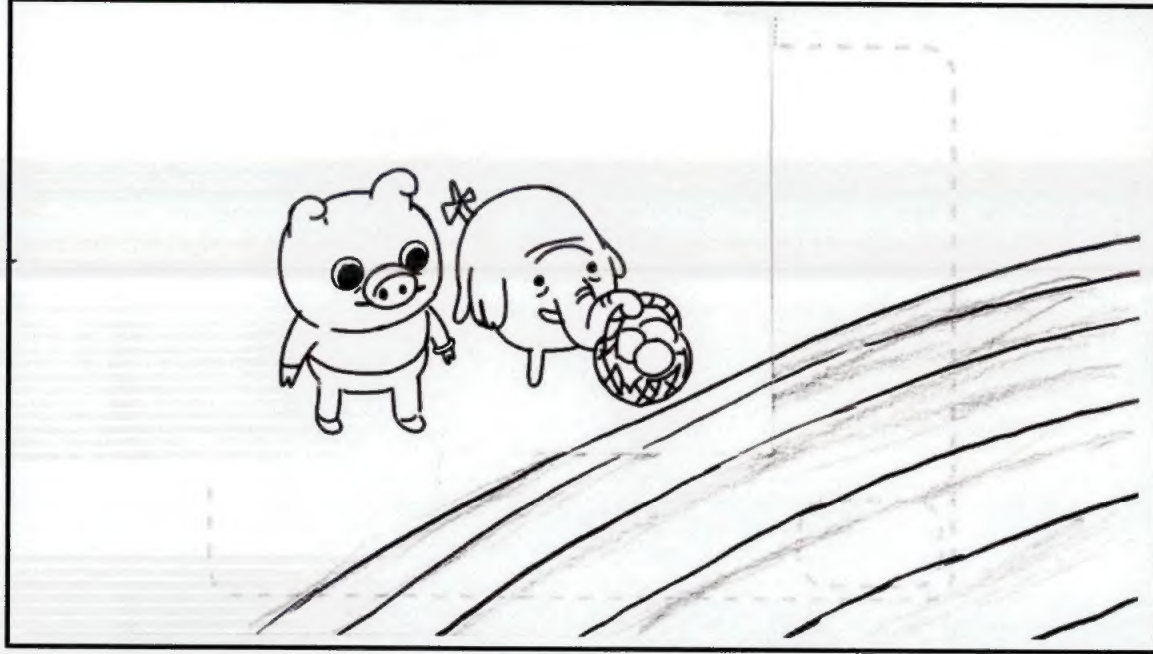
day night

Sc.

Pnl.

Bg.

Page 3A  
4NEXT  
day night



Dialog:

Action:

Timing:

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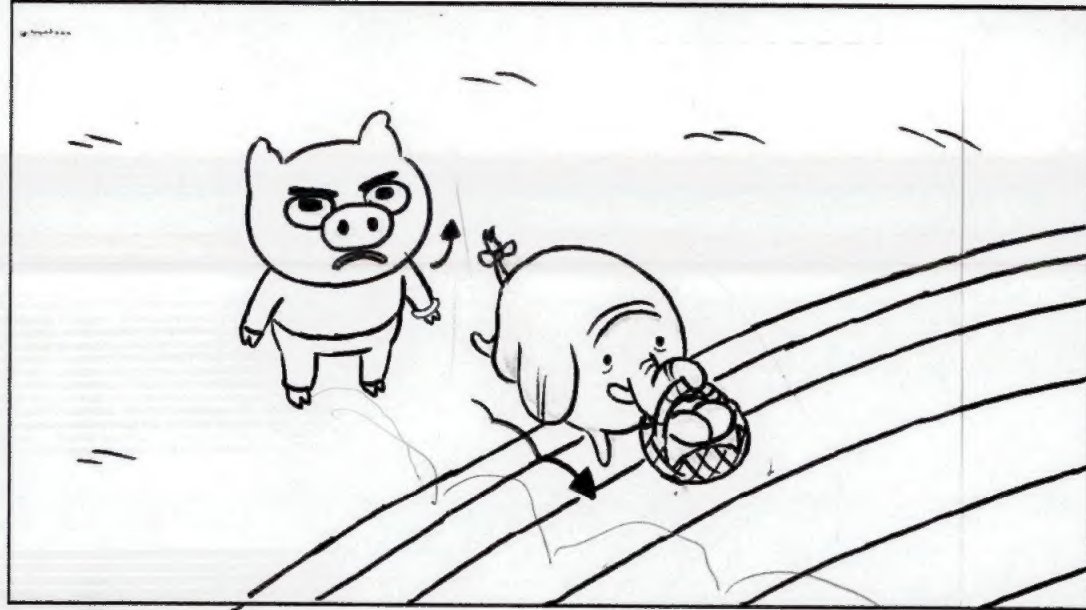


# ADVENTURE TIME

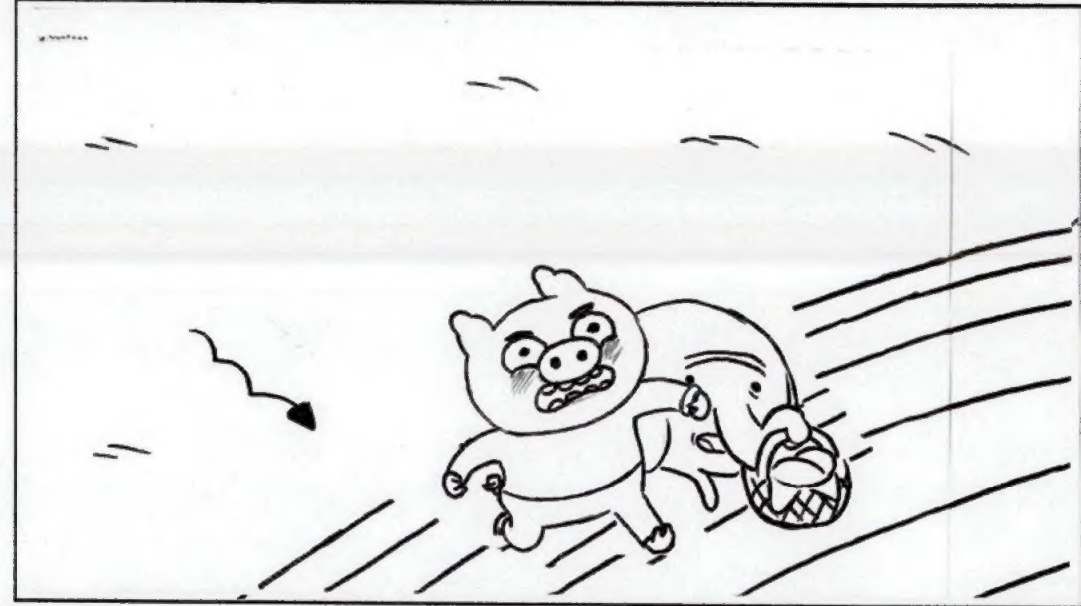


Page 4

Sc. 6 CONT Pnl. B Bg. day night



Sc. 6 CONT Pnl. C Bg. day night



Dialog:

Action:

- MR. P LOOKS UP W/ AN ANGRY LOOK ON HIS FACE



- MR. P. RUNS UP STAIRS

Timing:

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# ADVENTURE TIME



*Cut*

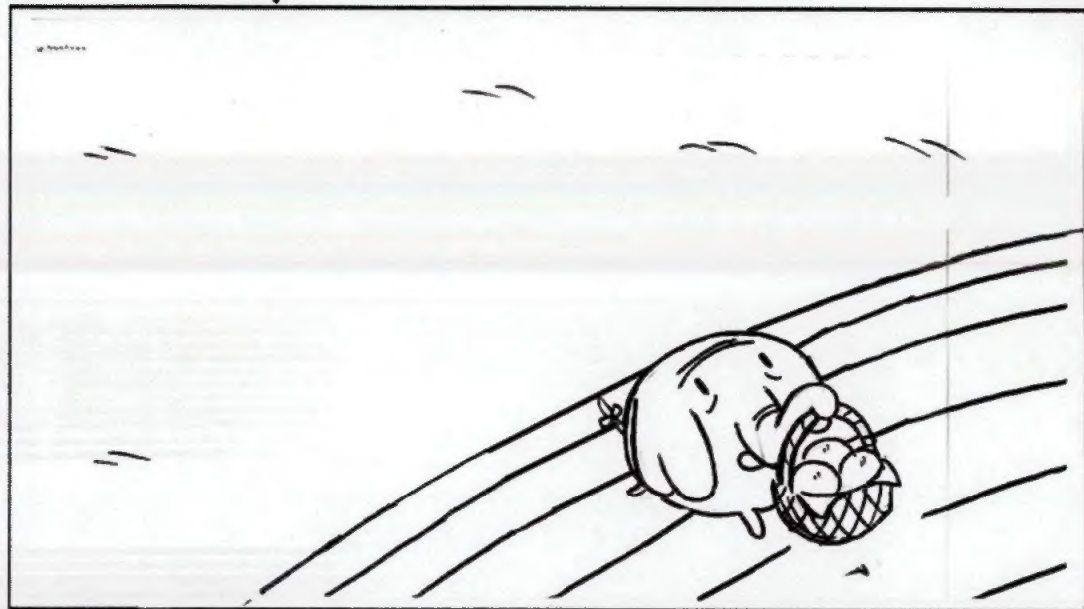
Page 5

Sc. *6 CONT*

Pnl. *D*

Bg.

day night

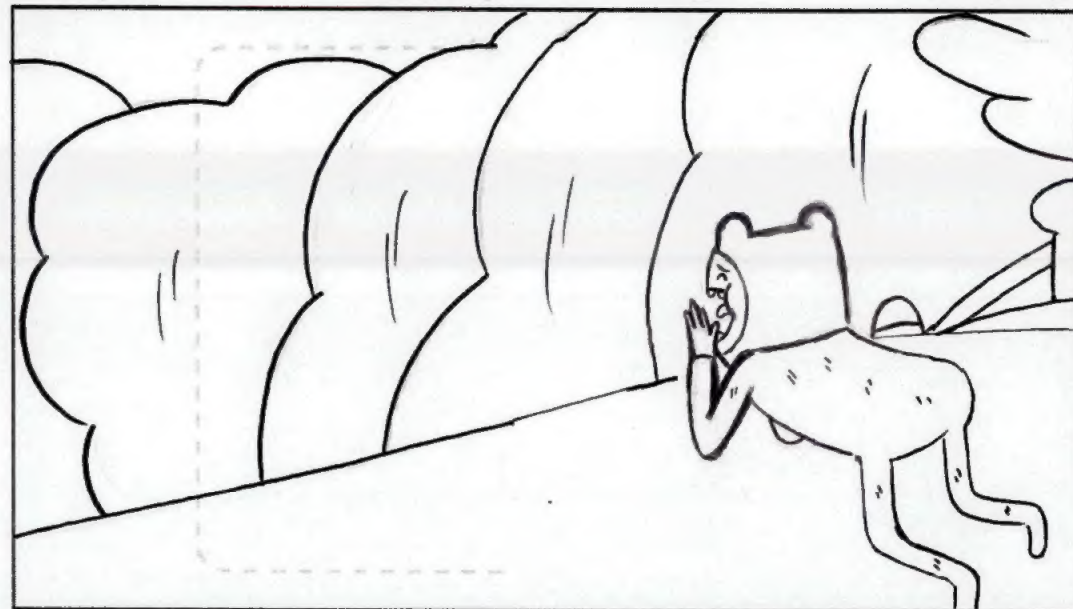


Sc. *7*

Pnl. *A*

Bg.

day night



Dialog:

F: Tree Trunks!! DID YOU HEAR ME?

Action:

-MR. P RUNS OFF/S.

Timing:

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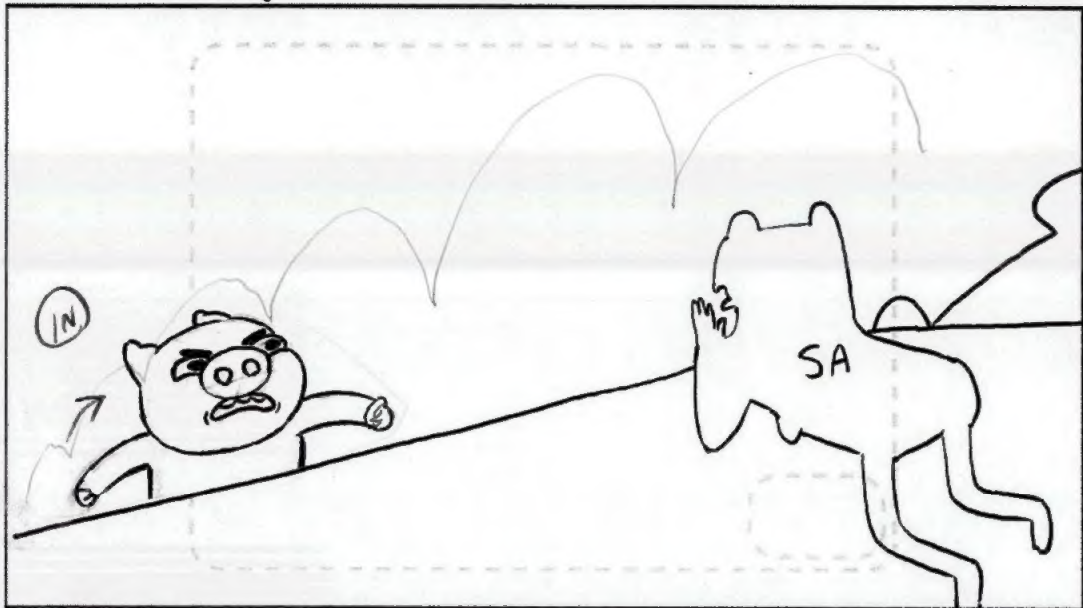
# ADVENTURE TIME



Page **6**

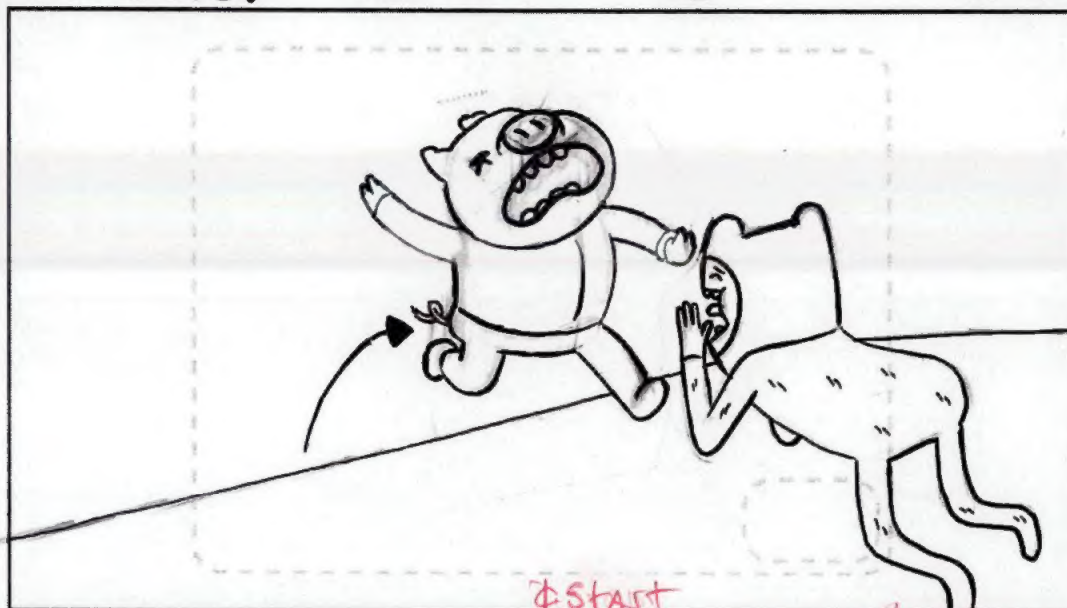
Sc. **7 CONT** Pnl. **B** Bg.

day night



Sc. **7 CONT** Pnl. **C** Bg.

day night



Dialog:

Ⓕ I SAID GET --

Ⓕ THOSE HOT BUNS ...

Action:

-MR. P RUNS ON/IS

Timing:

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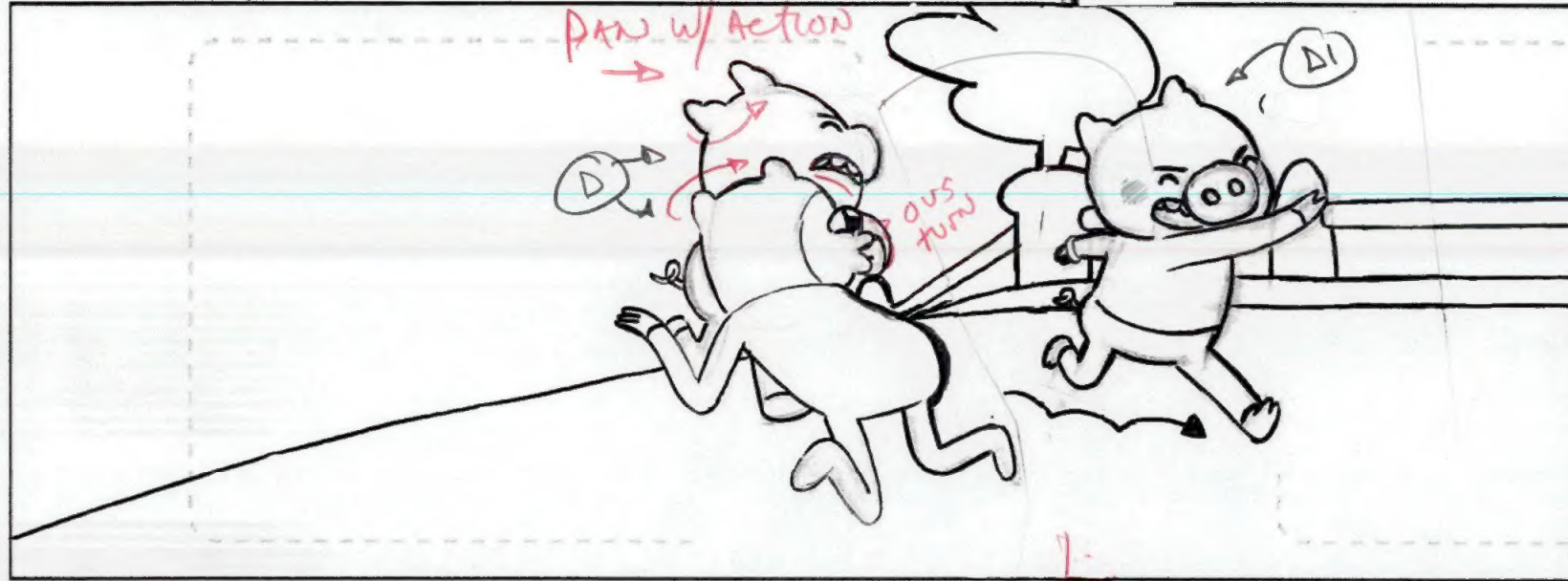
Page 7  
day night

Sc. 7 CONT Pnl.

Bg.

day night

Bg.



Dialog:

F: [IMPACT]  
SFX: \* SLAP \*

Action:

- MR. P. SLAPS FINN. AS HE PASSES  
- ADJ. W/ MR. PIG

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Timing:

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# ADVENTURE TIME



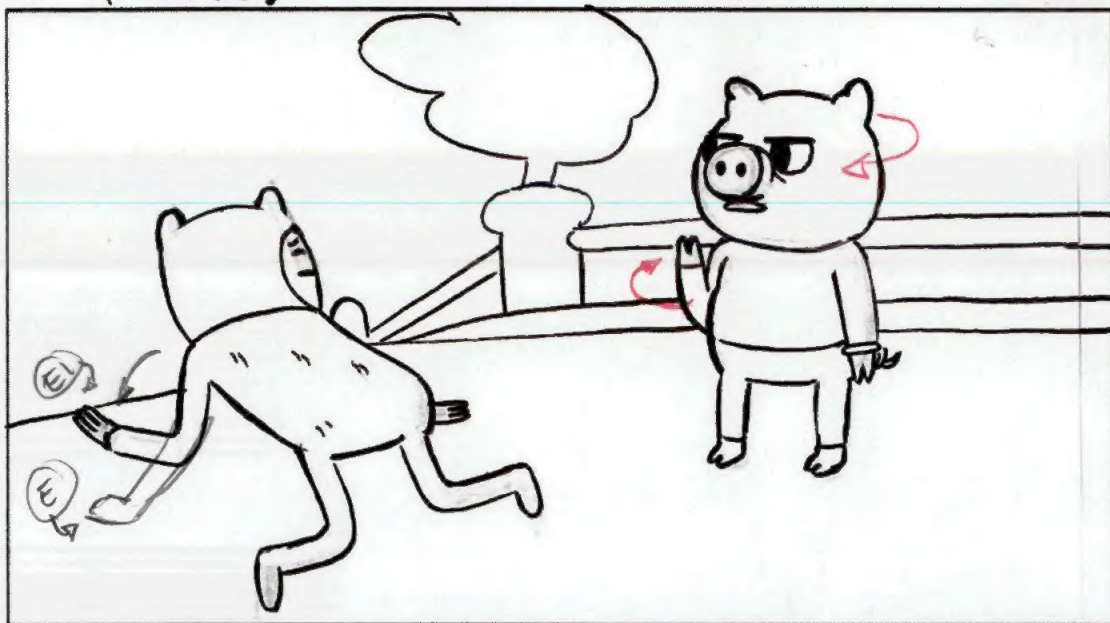
Page 8

*Av  
Cut*

Sc. 7 CONT Pnl. E

Bg.

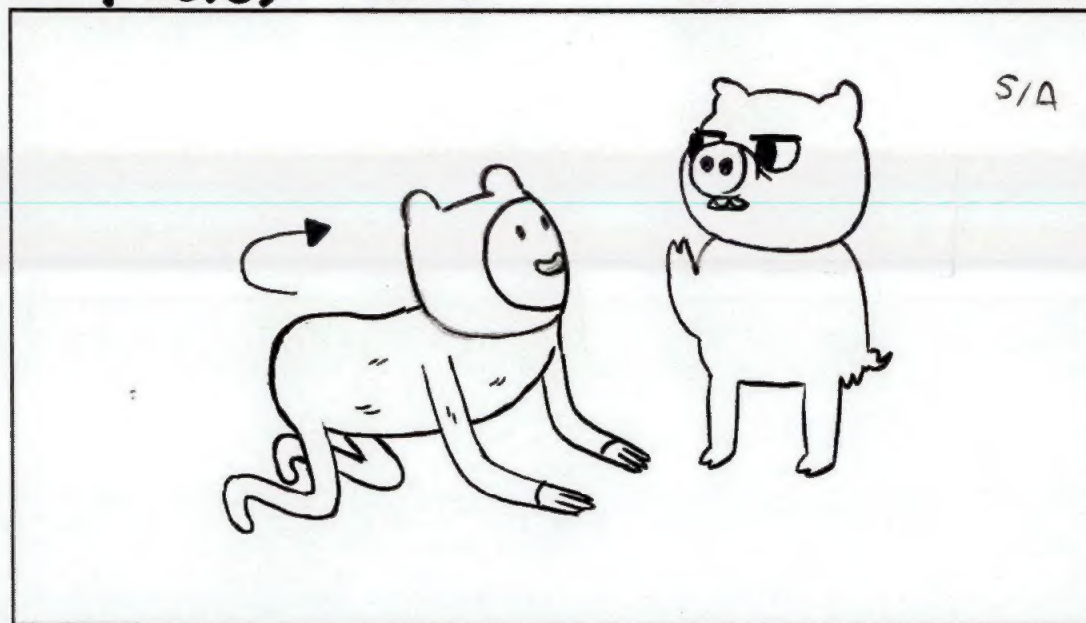
day night



Sc. 7 CONT Pnl. F

Bg.

day night

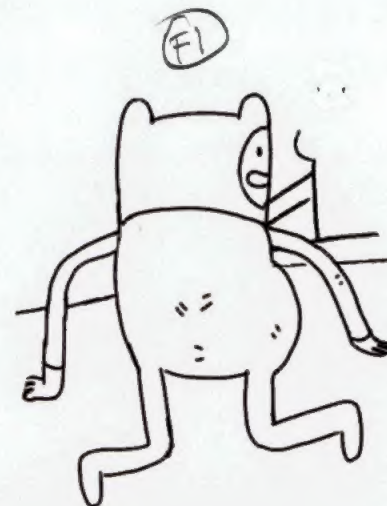


Dialog:

F: Hi Mr. Pig.

Action:

Timing:



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# ADVENTURE TIME

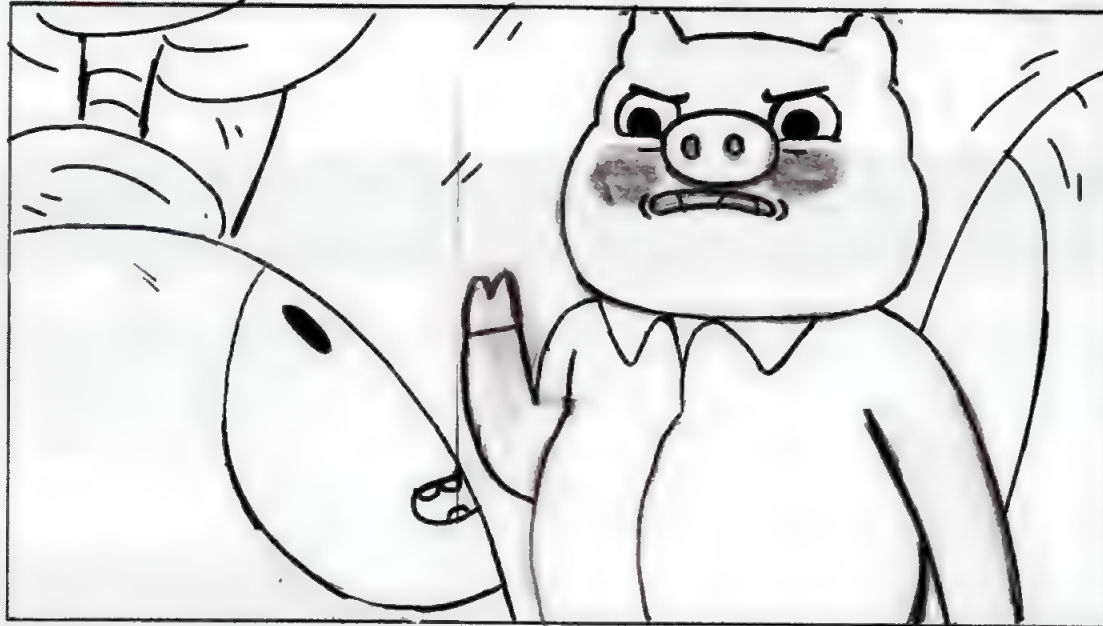


Sc. 8

Pnl. A

Bg.

day night

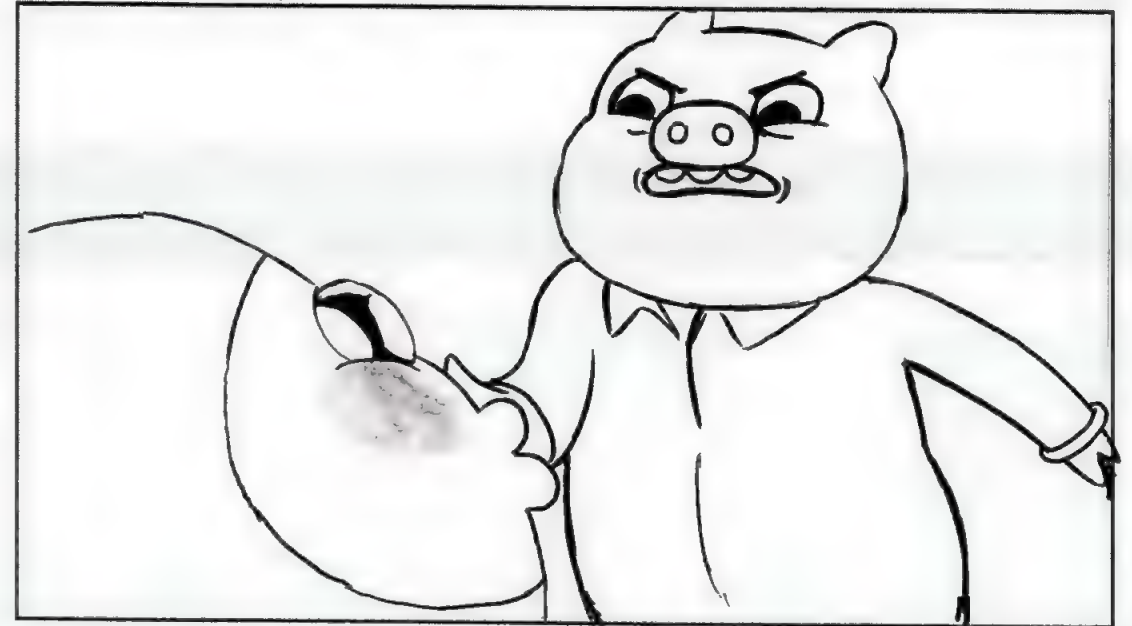


Sc. 8 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: \* SLAP \*

Action:

Timing:

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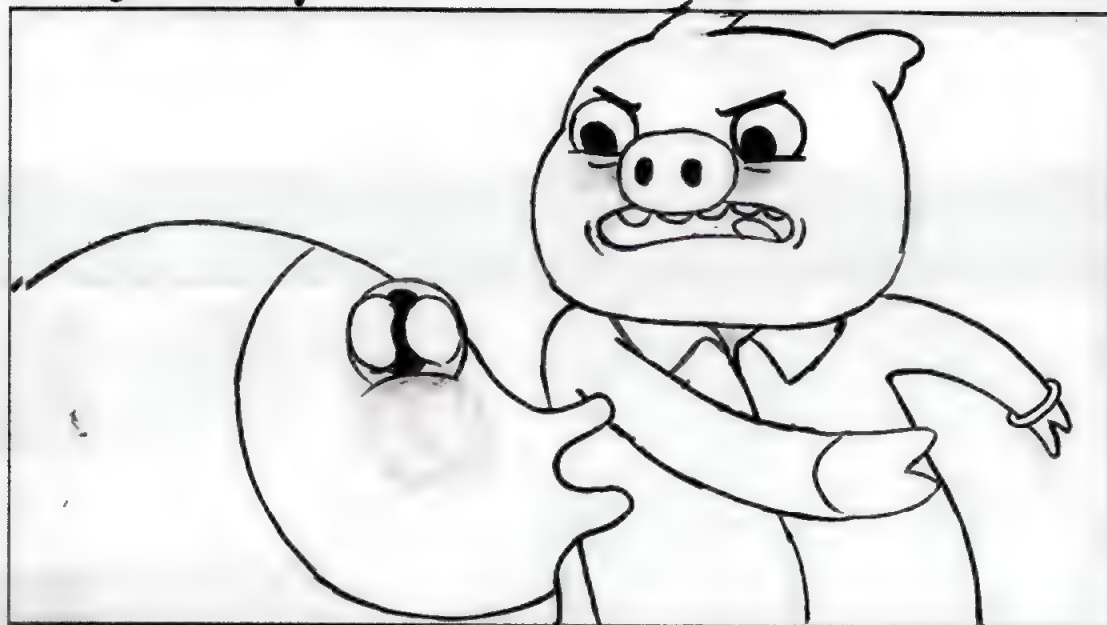
# ADVENTURE TIME



Sc. 8 CONT Pnl. C

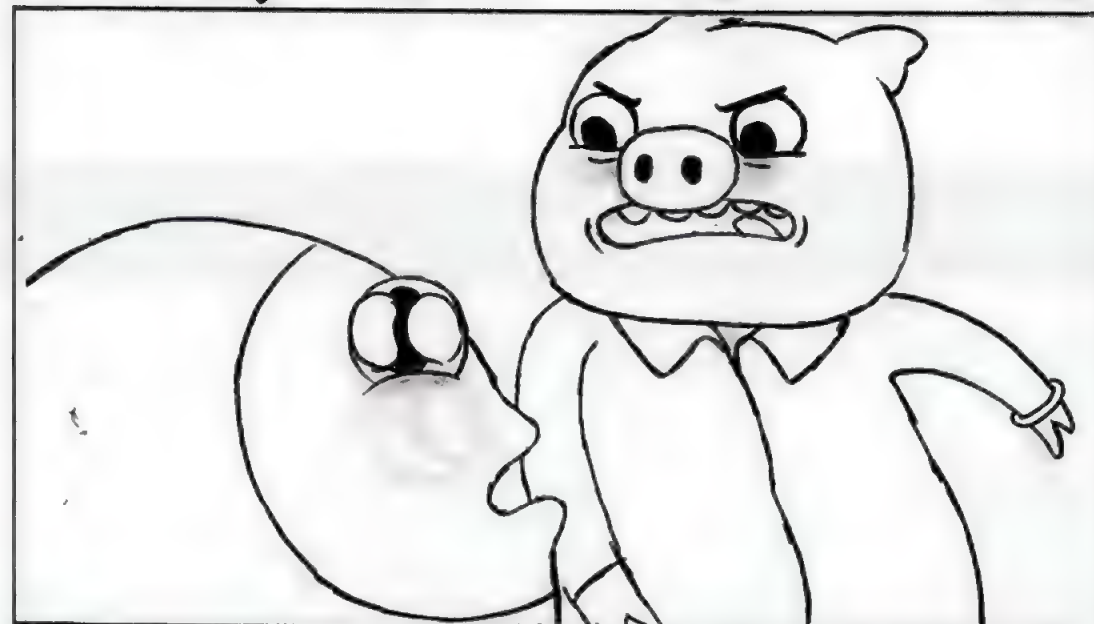
Bg.

day night



Sc. 8 CONT Pnl. D

Bg.



Page 10  
10A NEXT  
day night

Dialog:

F: [IMPACT]

Action:

SFX

Timing:

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# ADVENTURE TIME



*How  
Cut*

Page 10A  
*11 NEXT*  
day night

Sc. 8 *CONT*

Pnl. E

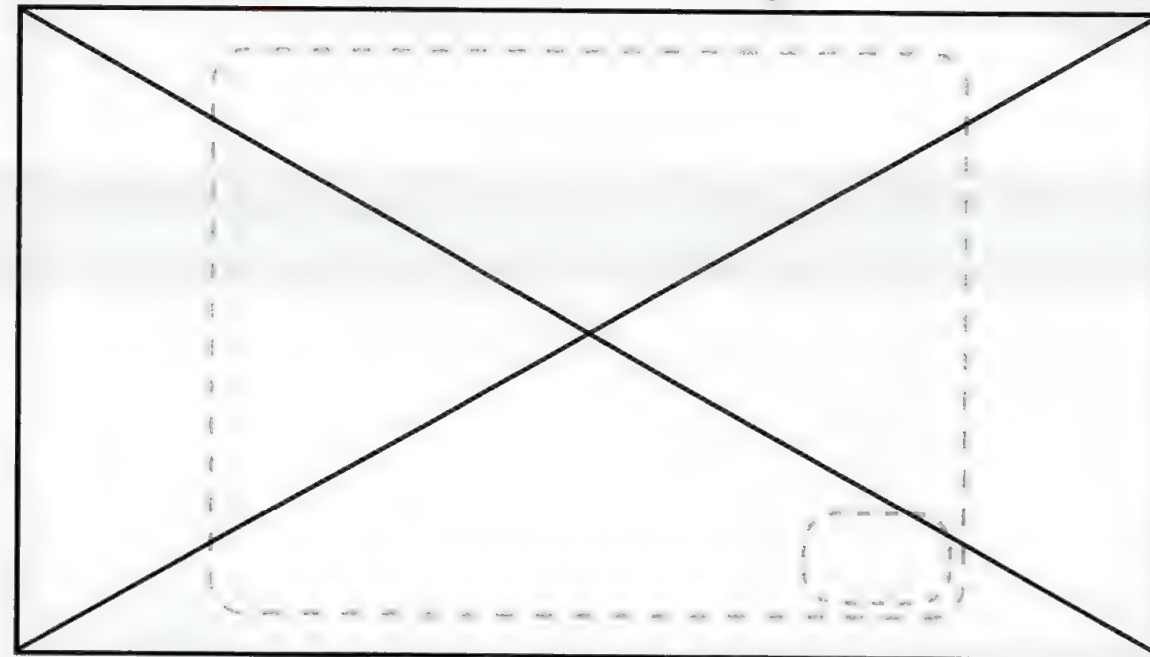
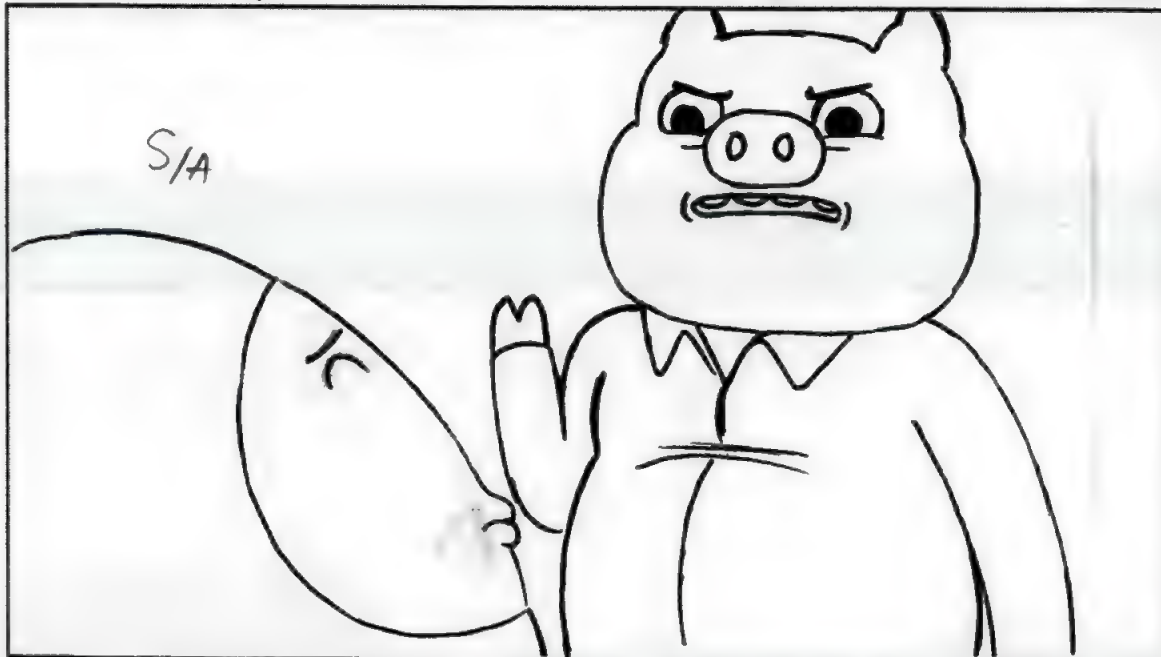
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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Production:

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HW  
Cut

# ADVENTURE TIME



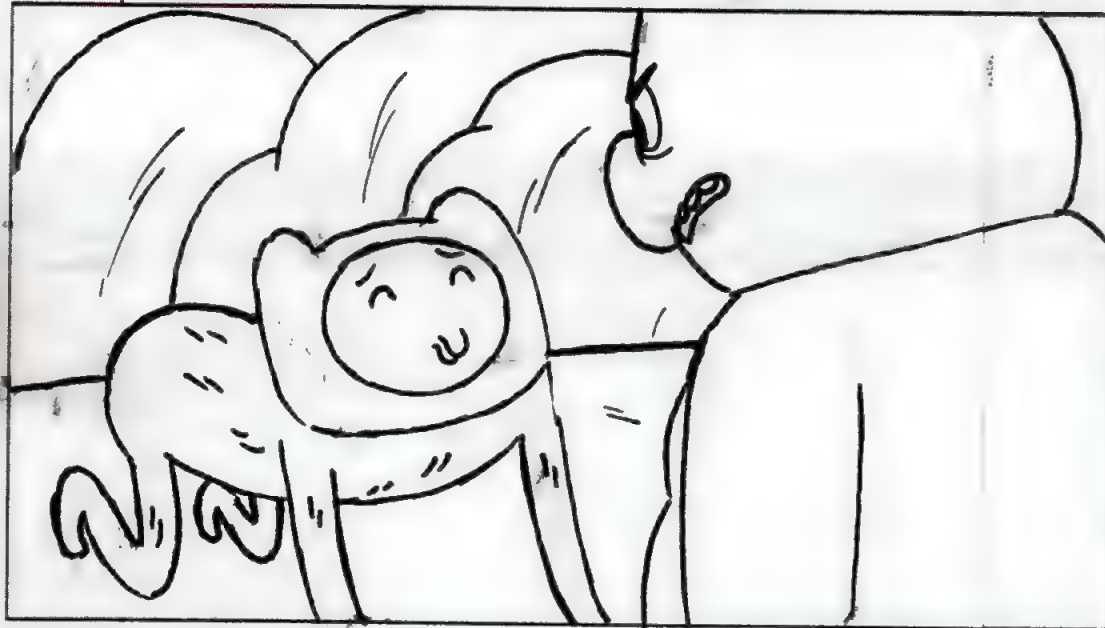
Page 11

Sc. 9

Pnl. A

Bg.

day night

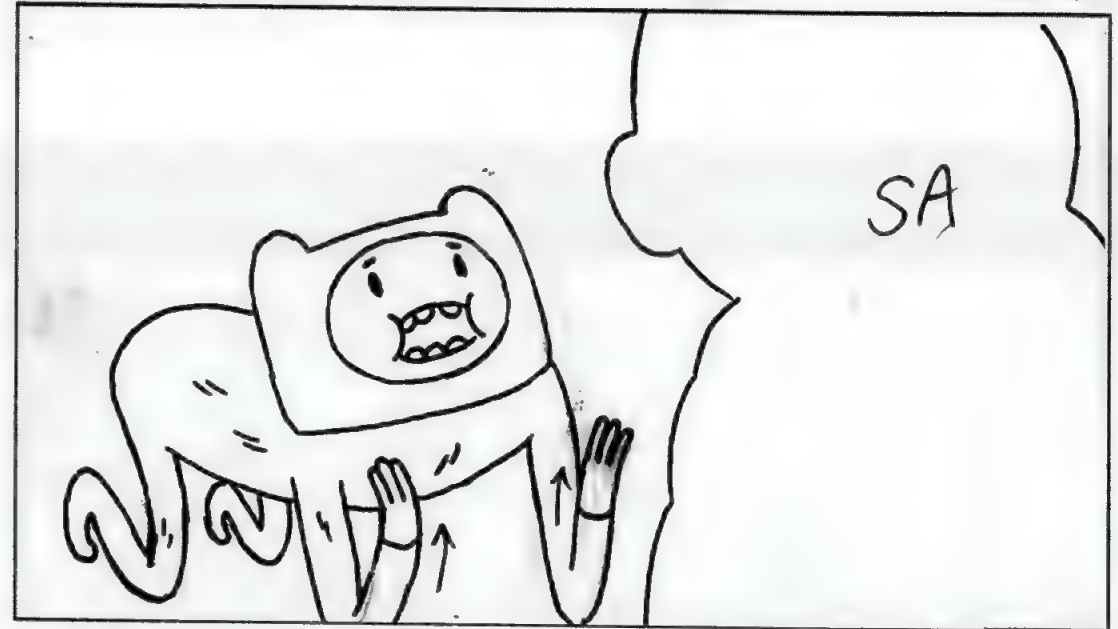


Sc. 9 CONT

Pnl. B

Bg.

day night



Dialog:

F: Why ARE YOU HITTING ME ?!

Action:

Timing:

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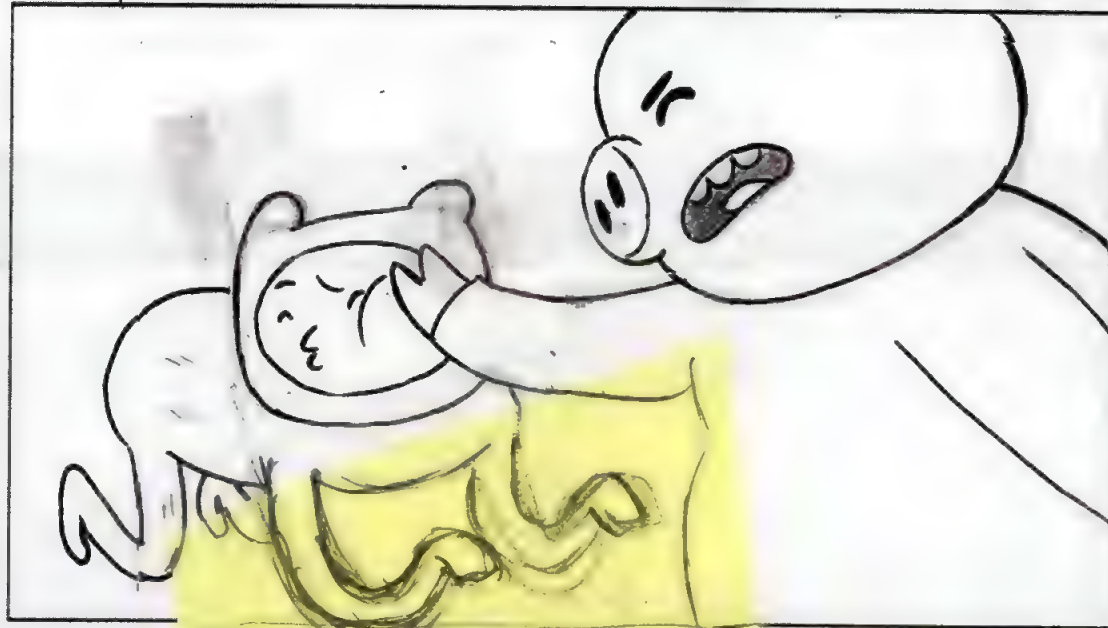
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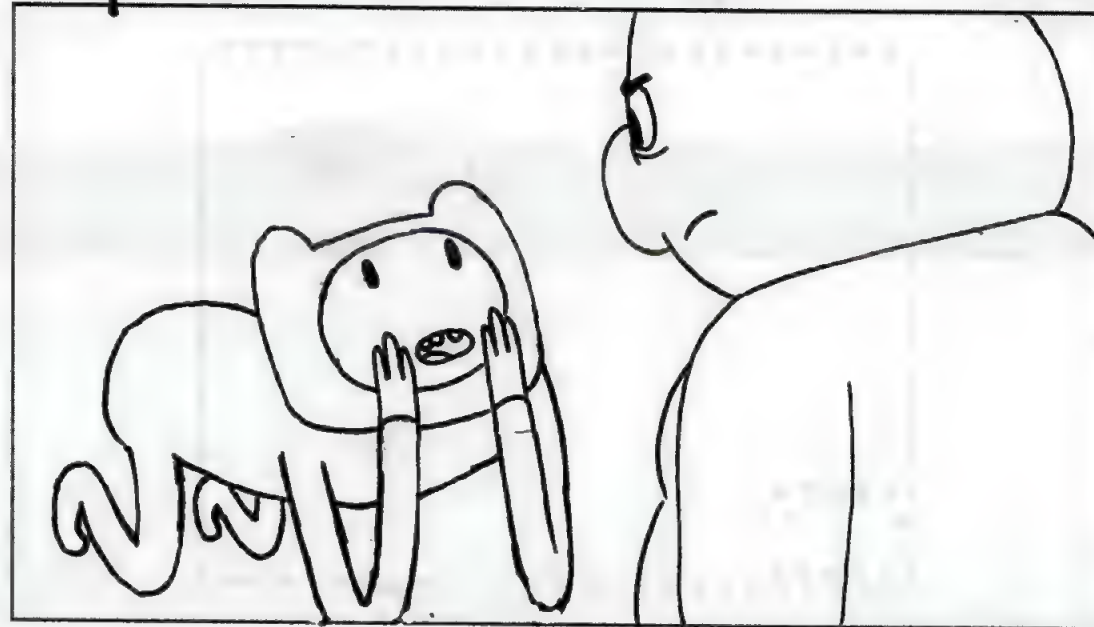
# ADVENTURE TIME



Sc. *9 CONT* Pnl. *C* Bg. day night



Sc. *9 CONT* Pnl. *D* Bg. day night

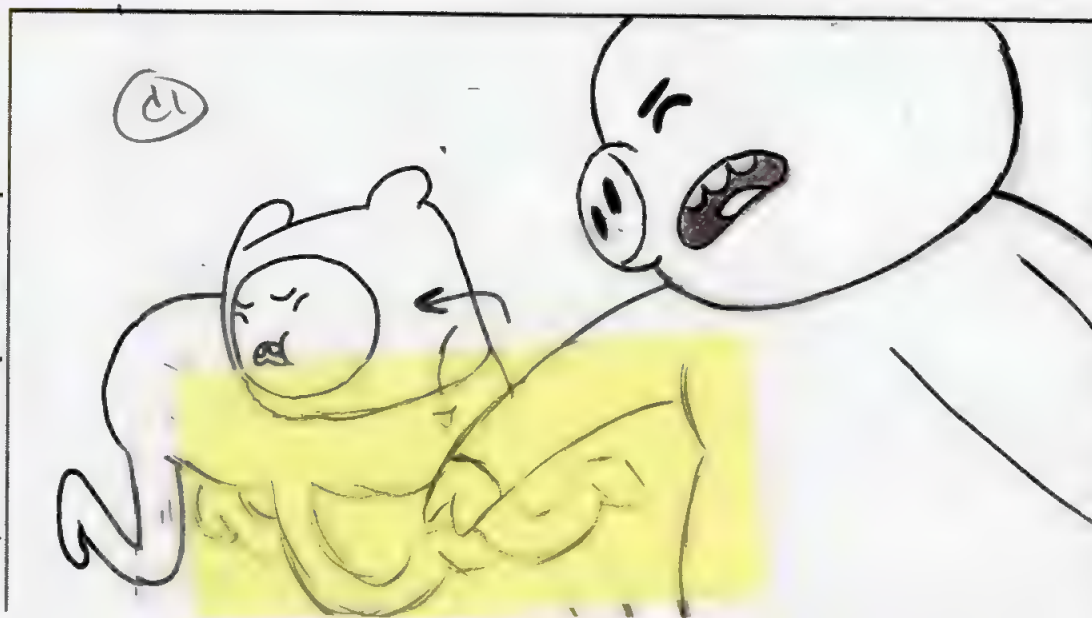


Dialog:

SFX : \*SLAP\*

Action:

Timing:



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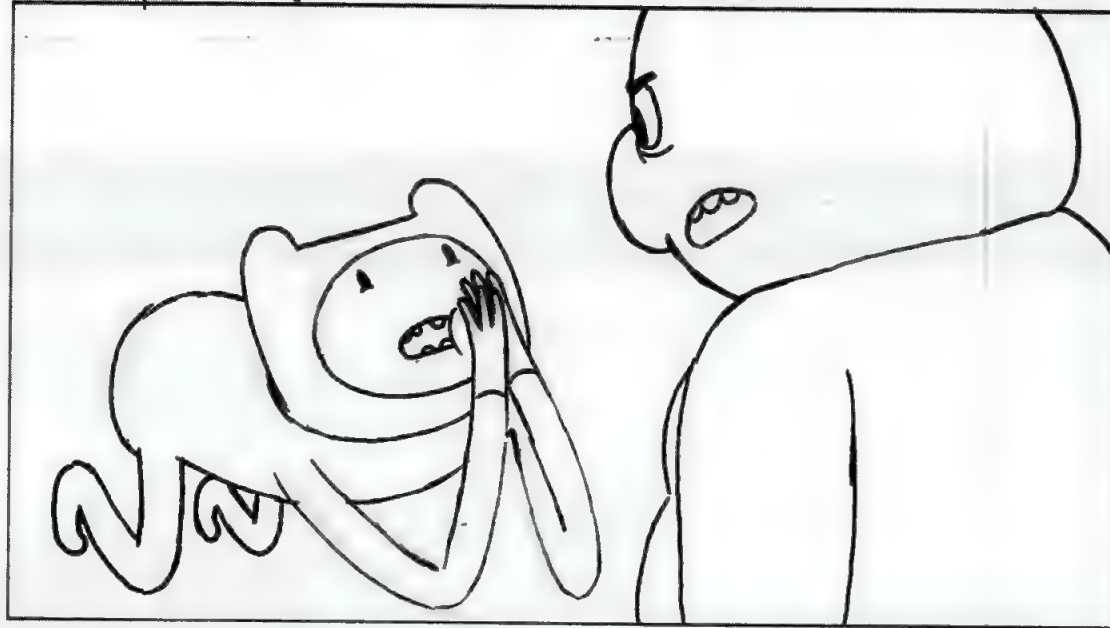


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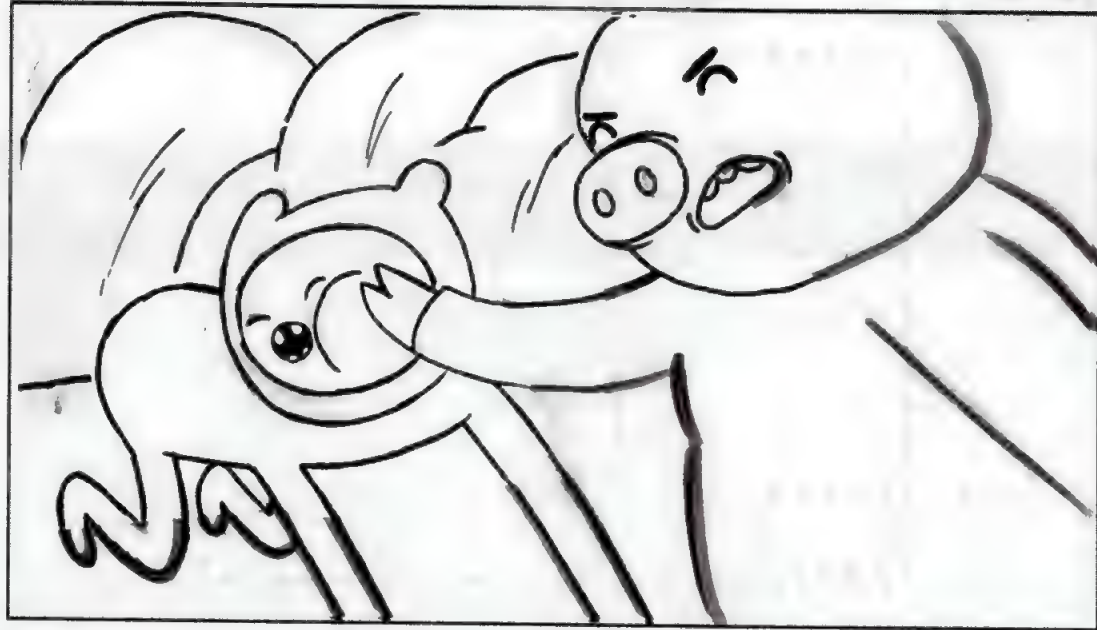
# ADVENTURE TIME



Sc. **9 CONT** Pnl. **E** Bg. day night



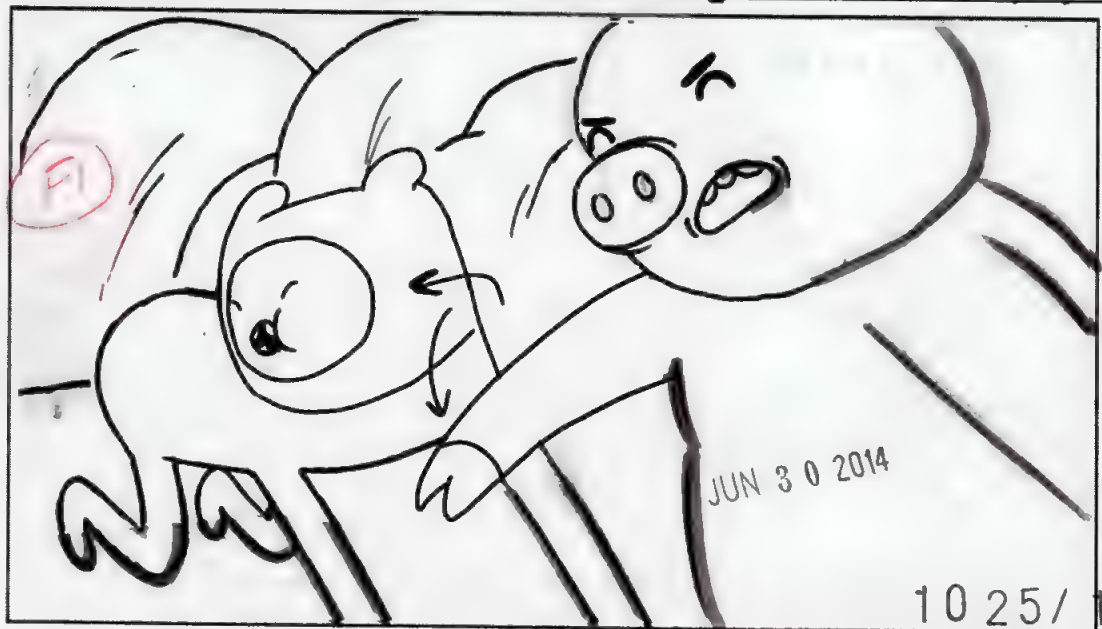
Sc. **9 CONT** Pnl. **F** Bg. day night



Dialog: FINN : I WAS JUST TALKING ABOUT TREE TRUNKS'S HOT BUNS -

Action: SFX: \*SLAP\*  
-Mr. Pig slaps Finn again

Timing:



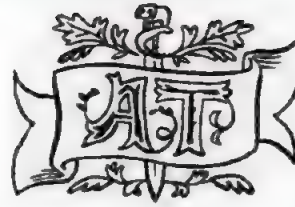
Page **13**  
**13A NEXT**  
day night

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# ADVENTURE TIME



Sc. 9 *CONT*

Pnl. G

Bg.

day night

Sc.

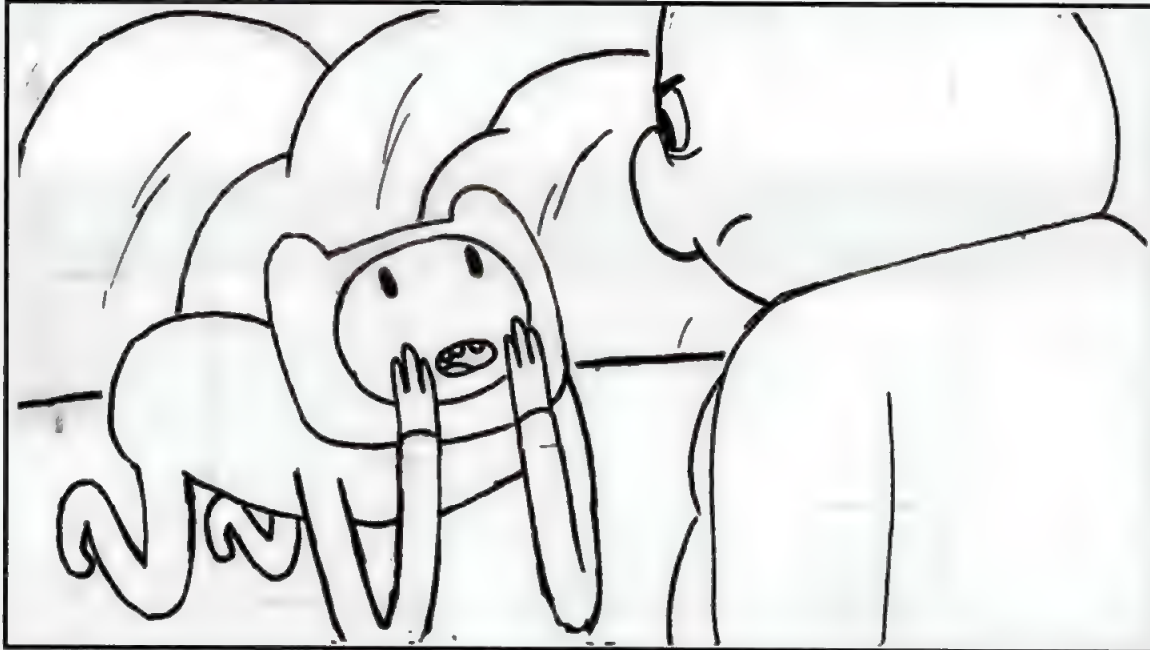
9 *CONT*

Pnl.

H

Bg.

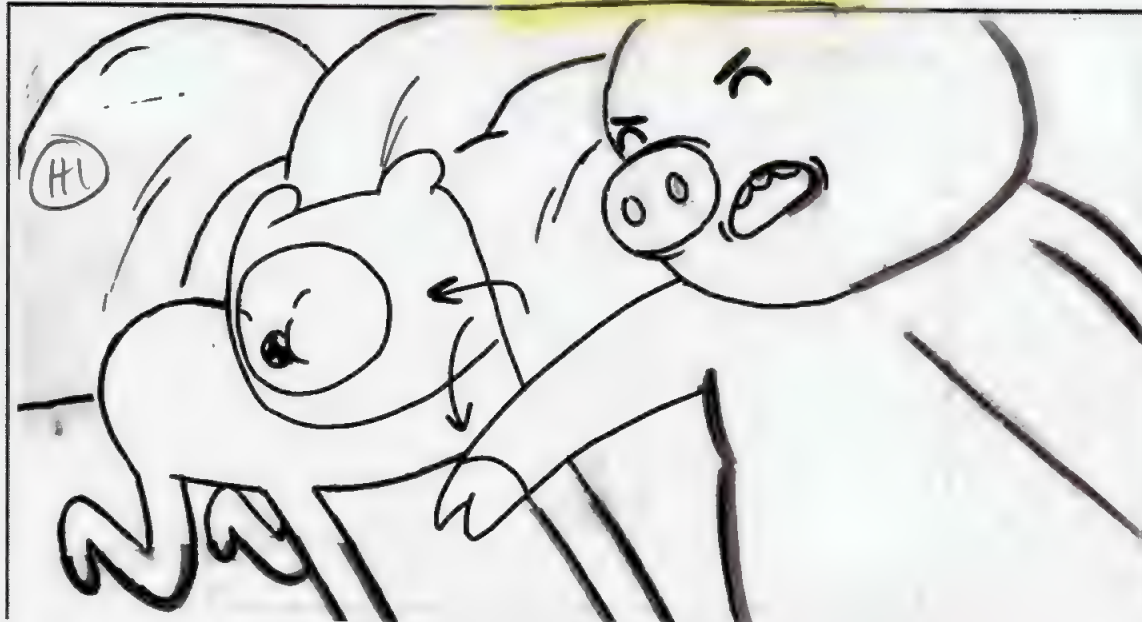
Page 13A  
*14 NEXT*  
day night



Dialog:

Action:

Timing:



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Production:



# ADVENTURE TIME



His  
Cut

Sc. 9 CONT Pnl. I Bg.

day night

Sc.

10

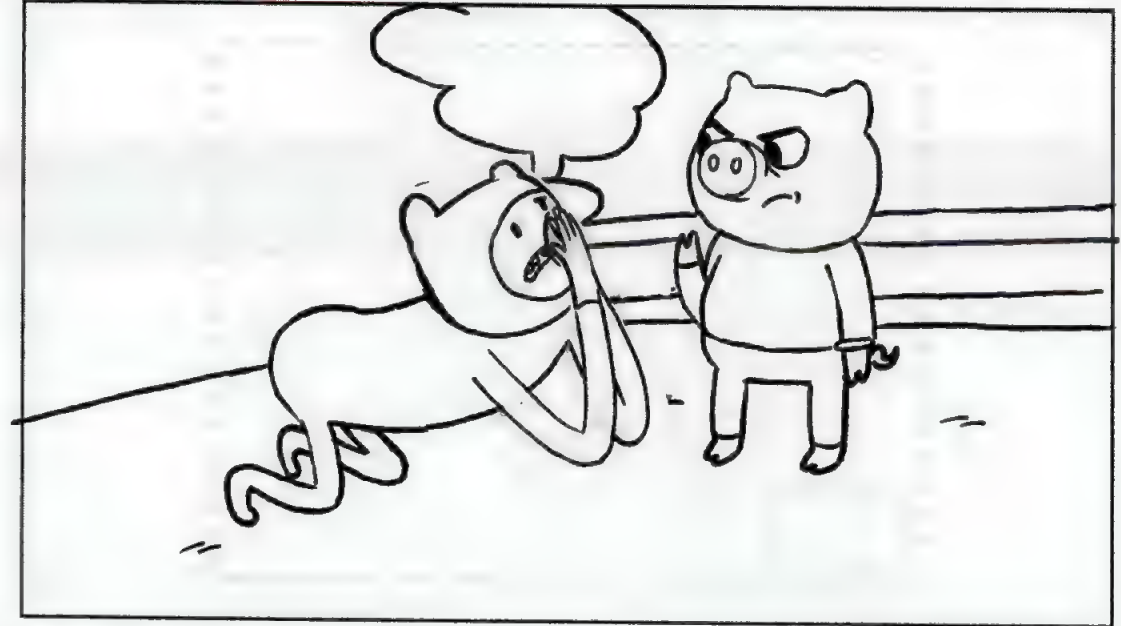
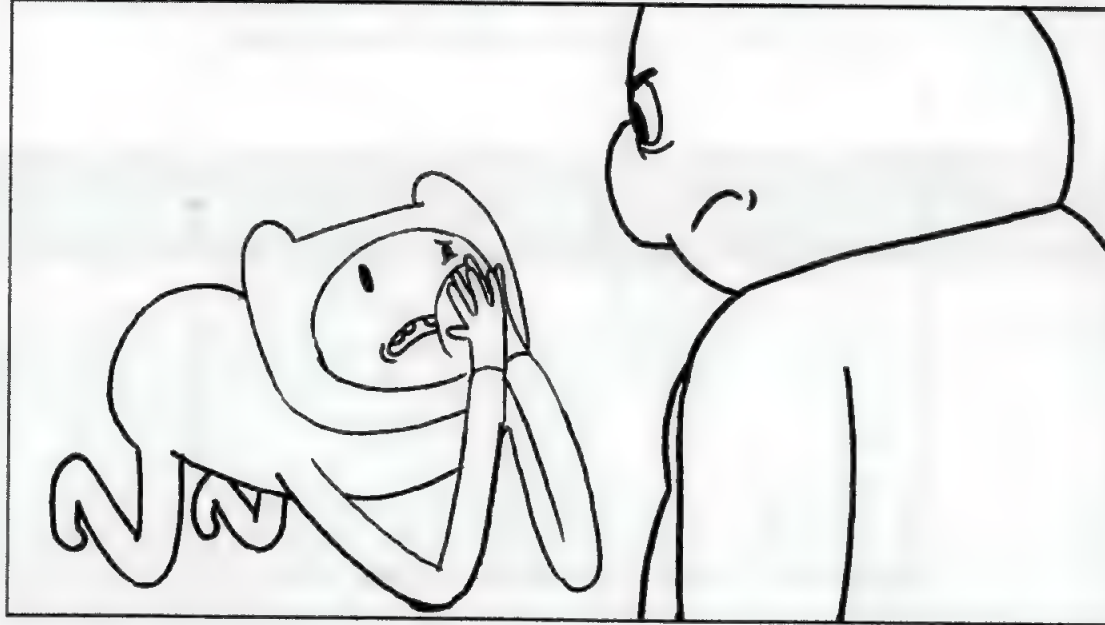
Pnl.

A

Bg.

Page 14

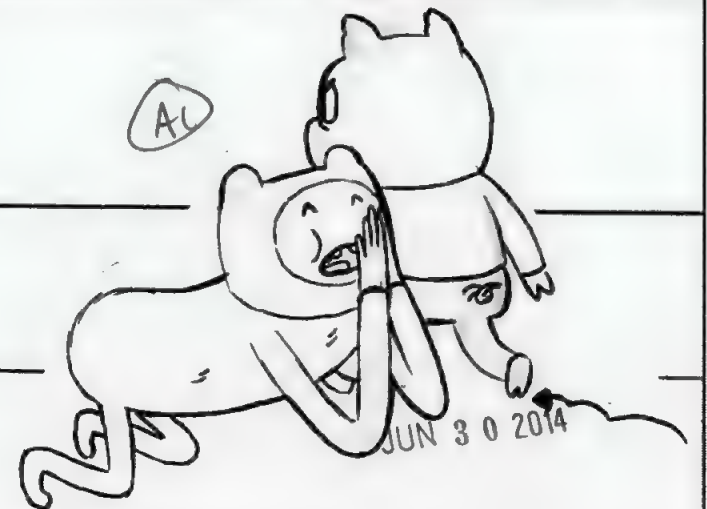
day night



Dialog:

Action:

Timing:



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# ADVENTURE TIME



START

Page 15

Sc 10 CONT B

day night



Dialog:

Action:

-MR. P WALKS PAST  
FINN, TAKES BASKET.

Timing:



Mr. pig  
turns  
w/step

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Production :

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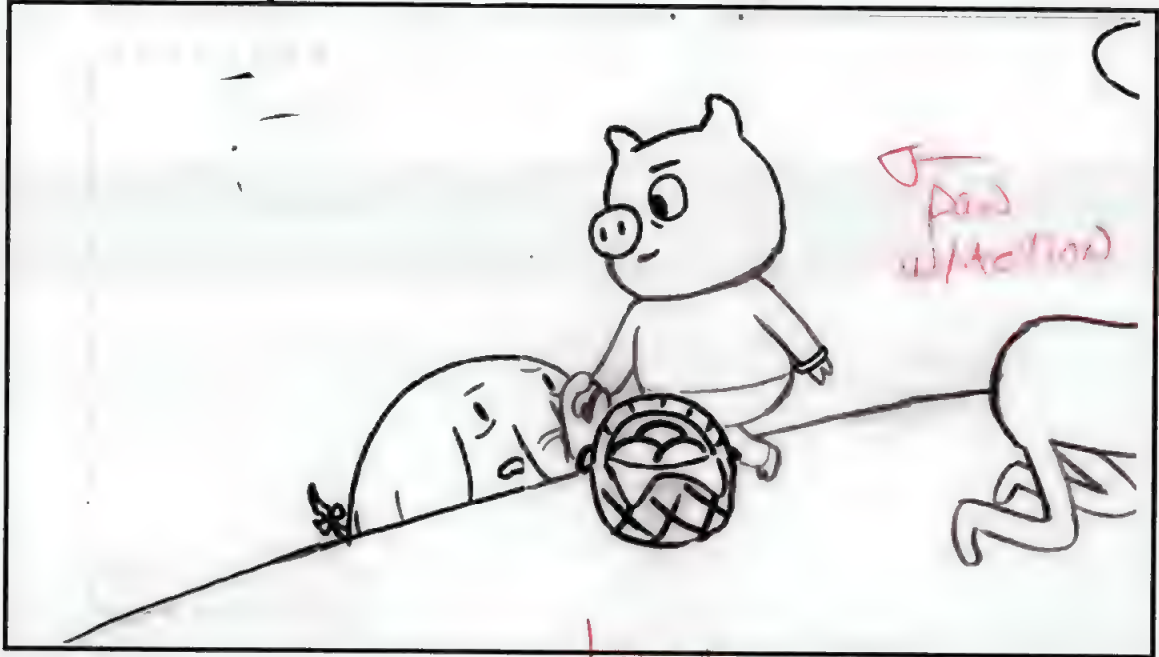
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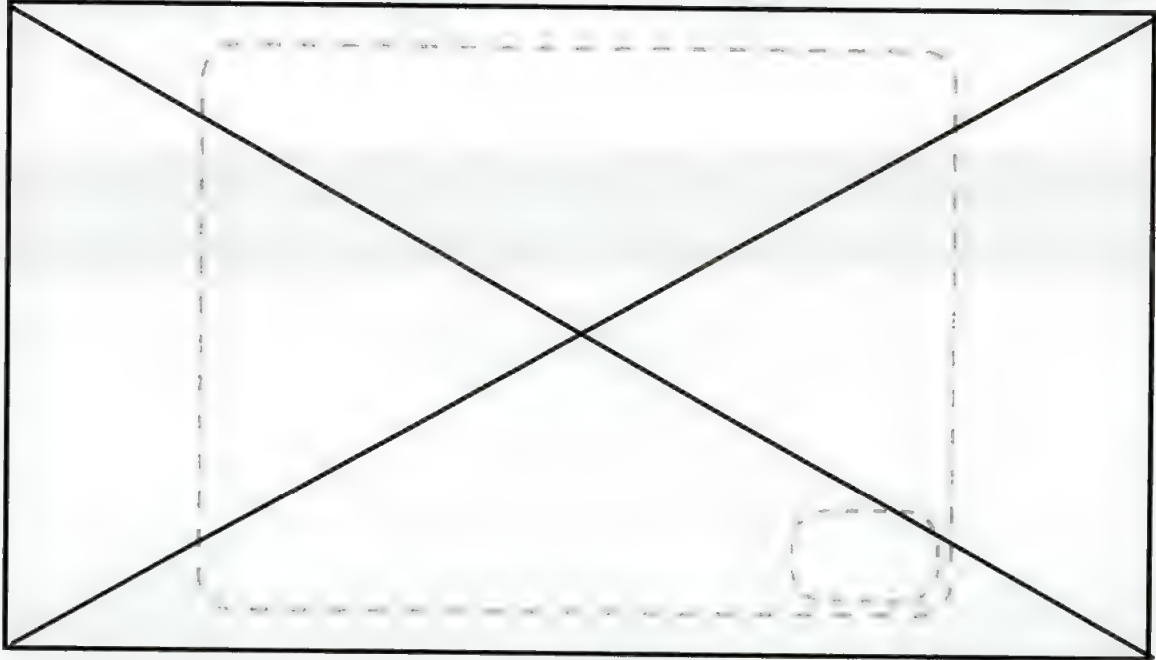
ADVENTURE TIME



Sc. 10 *cont* Pnl. *D* Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: *-TT LOOKS CONFUSED*

Timing:

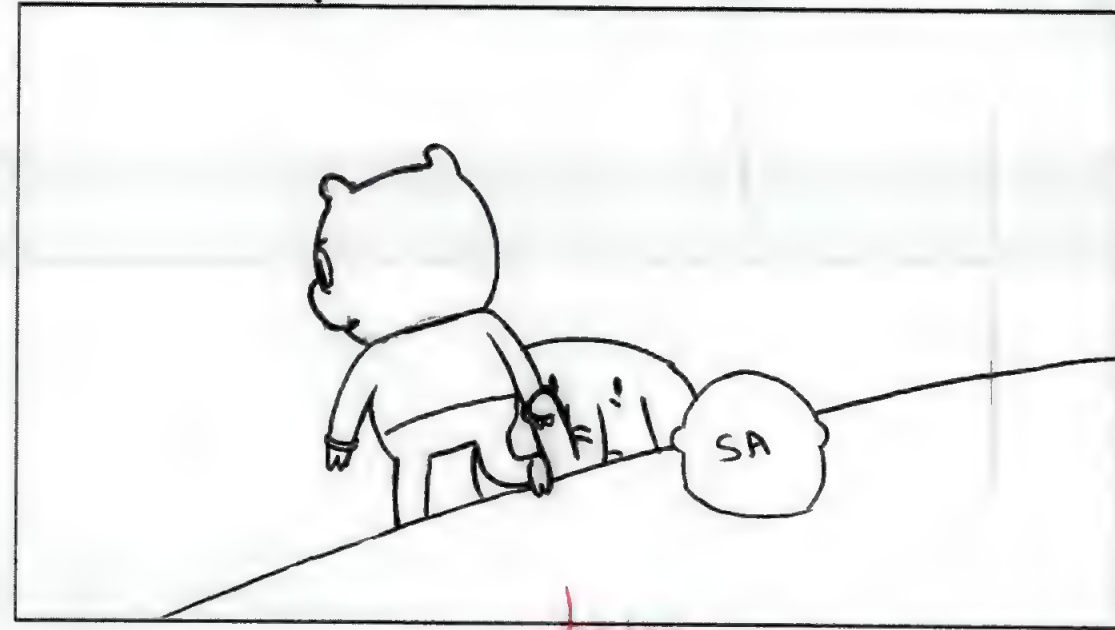
JUN 30 2014



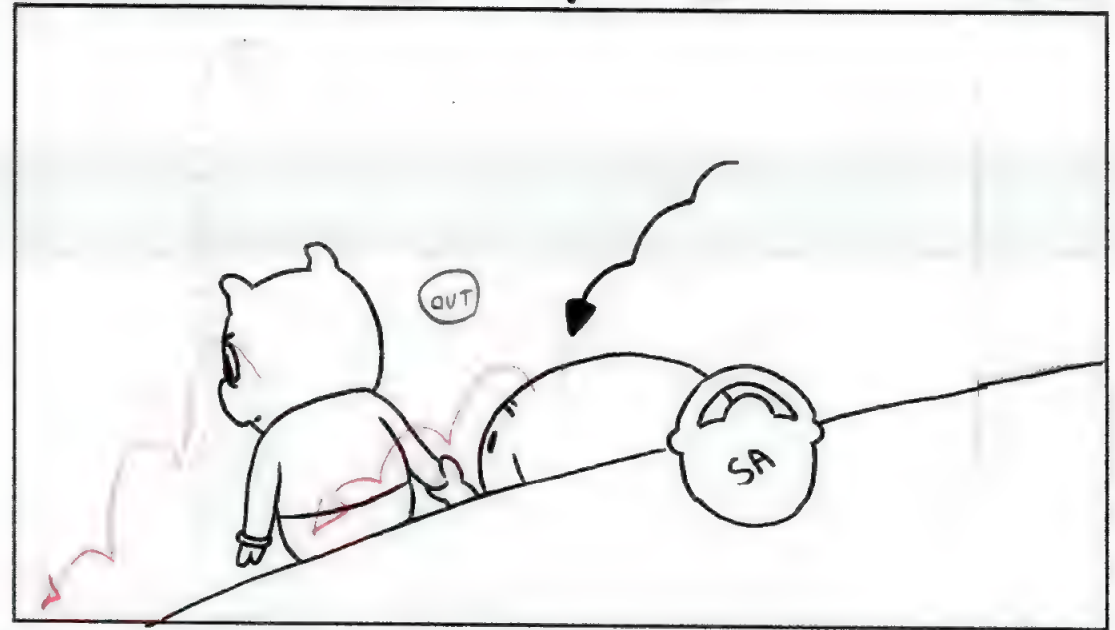
# ADVENTURE TIME



Sc. *10 CONT* Pnl. *E* Bg. day night



Sc. *10 CONT* Pnl. *F* Bg. day night



Dialog:		
Action:		<p>-MR. P + TT WALKS DOWNSTAIRS.</p>
Timing:		<p>JUN 30 2014</p>

*Hu*  
*cut*

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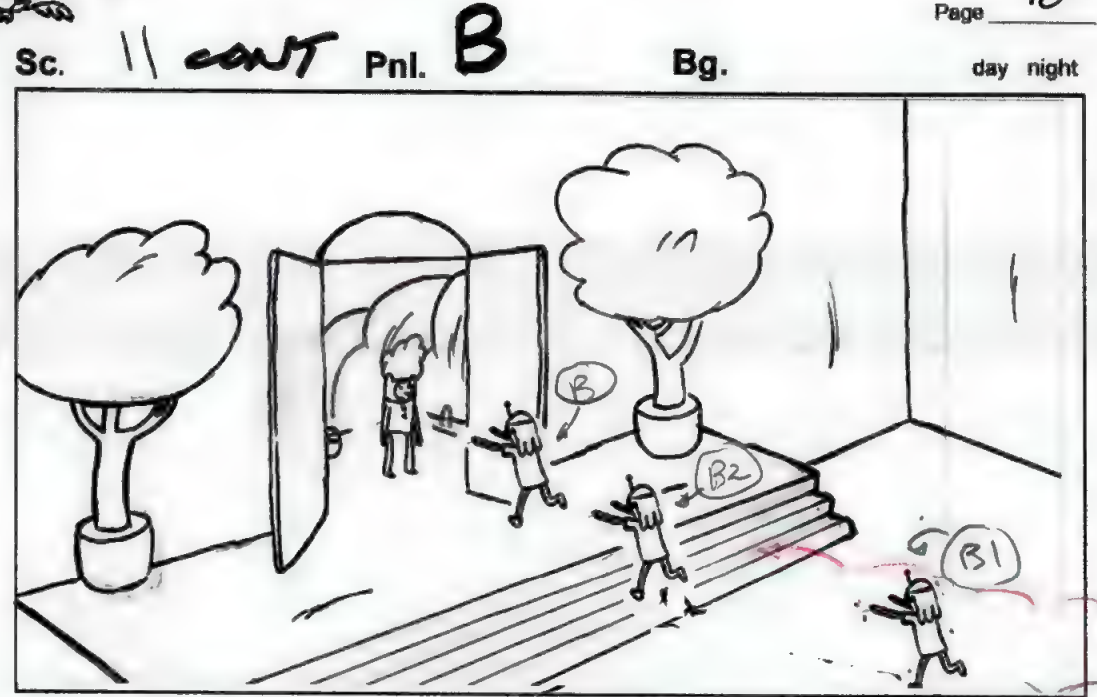
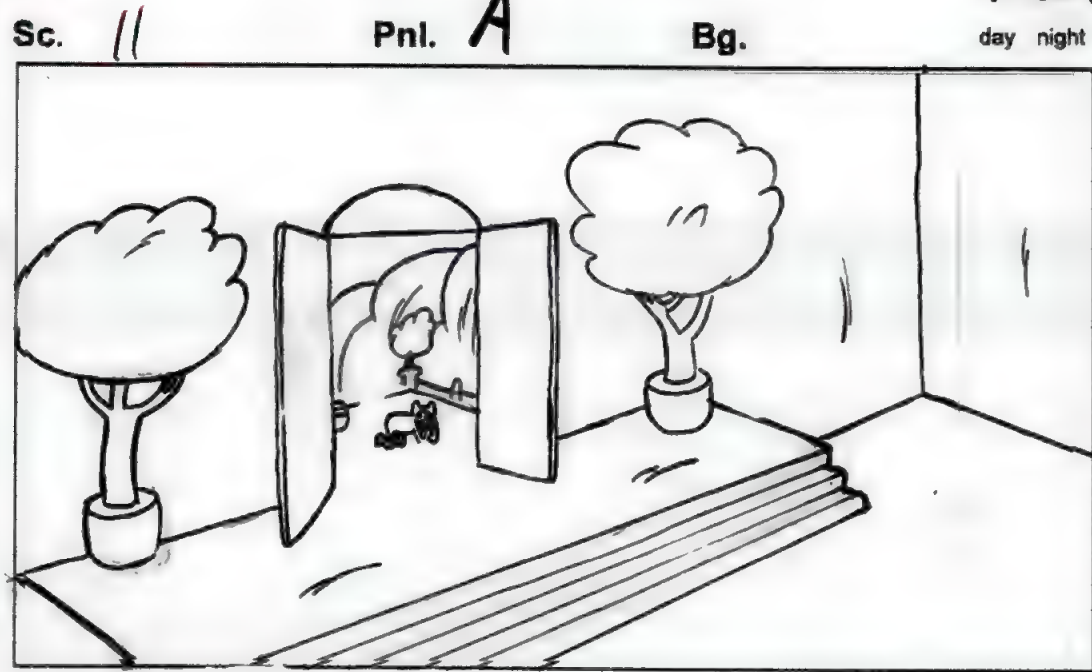
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HW  
GAT

# ADVENTURE TIME



Dialog:

PB: C'mon Finn—

Action:

- F STANDS UP

A2



A3



- PB RUNS ON/5

Timing:

A1



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Production :



# ADVENTURE TIME



Page 19

Sc. 11 CONT Pnl. C

Bg.

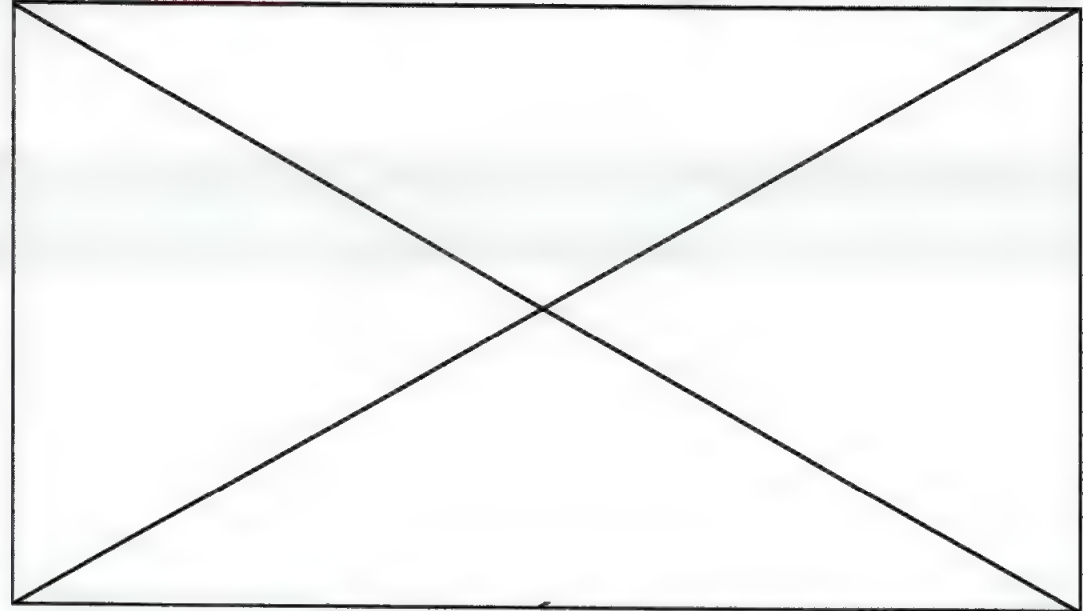
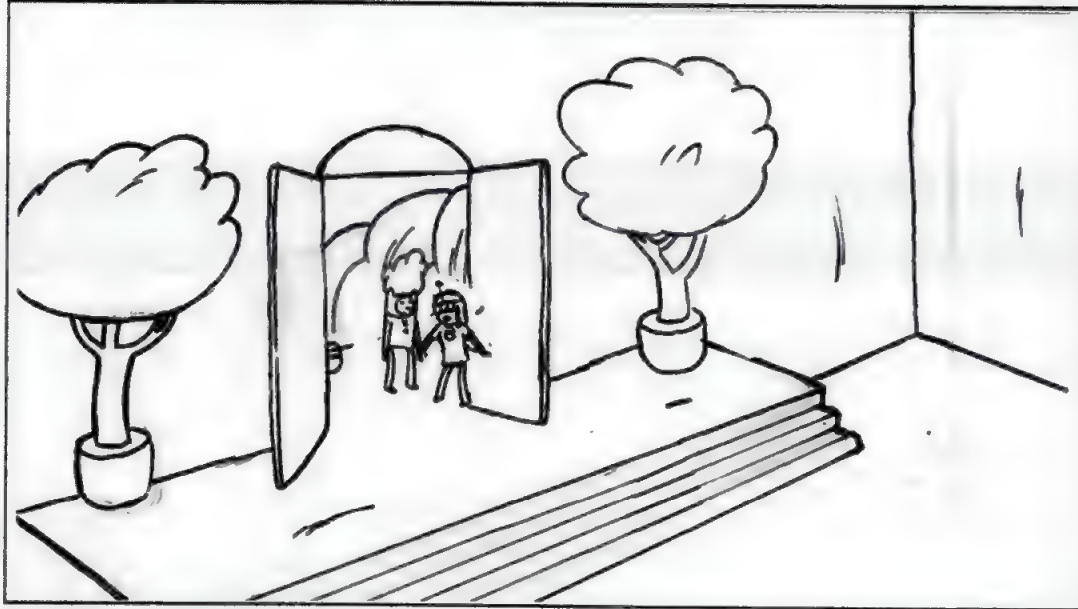
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PB/ We're doing music chairs.

Action:

PB GRABS FINN'S HAND

Timing:

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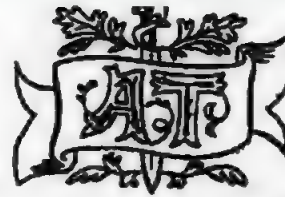
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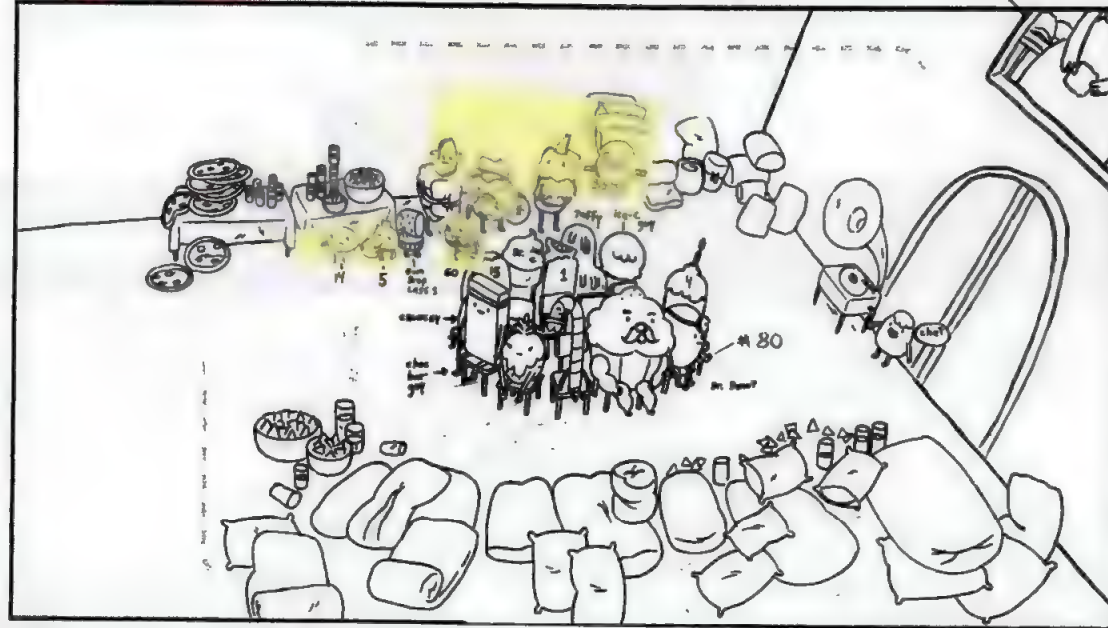
Sc. 12

Pnl. A

Bg.

PB Painting

day night



Sc. 12 CONT

Pnl. B

Bg.

Page 20  
day night



Dialog:

Action:

- PILES OF PILLOWS, SLEEPING BAGS
- RING OF CHAIRS W/ CANDY PEOPLE.

- F+ PB RUN ON/S, JUMP OVER CHIPS, STOP

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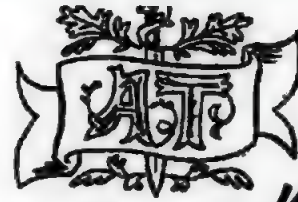


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HU  
CUT

# ADVENTURE TIME



HU  
CUT

Sc. 13

Pnl. A

Bg.

day night

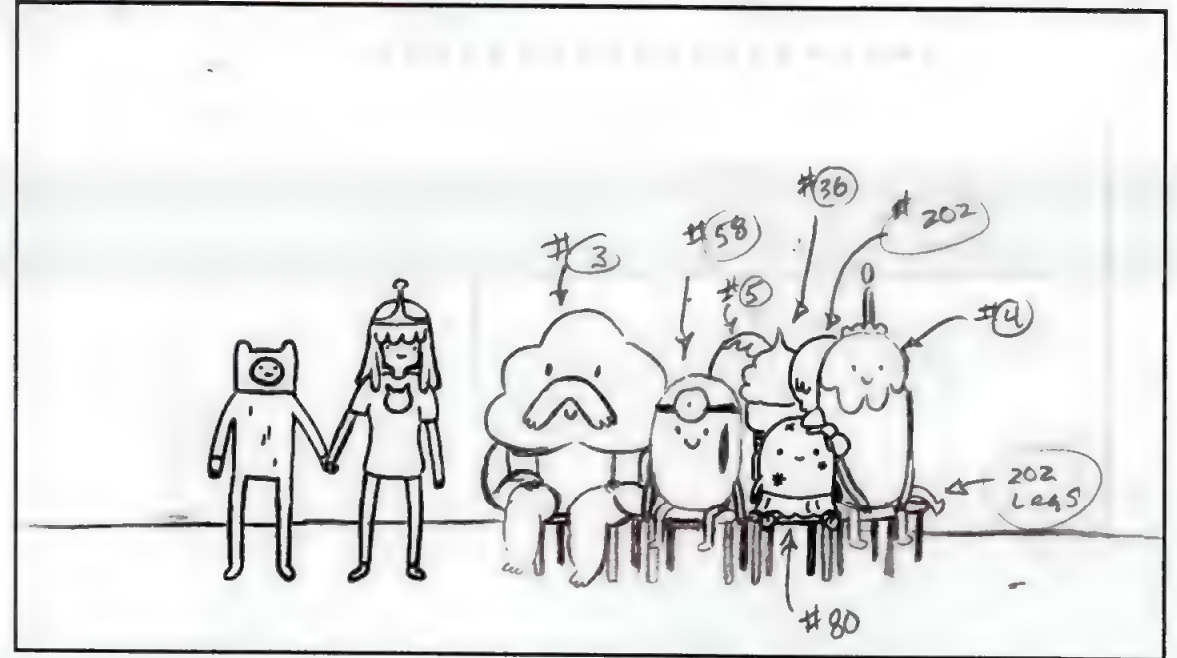
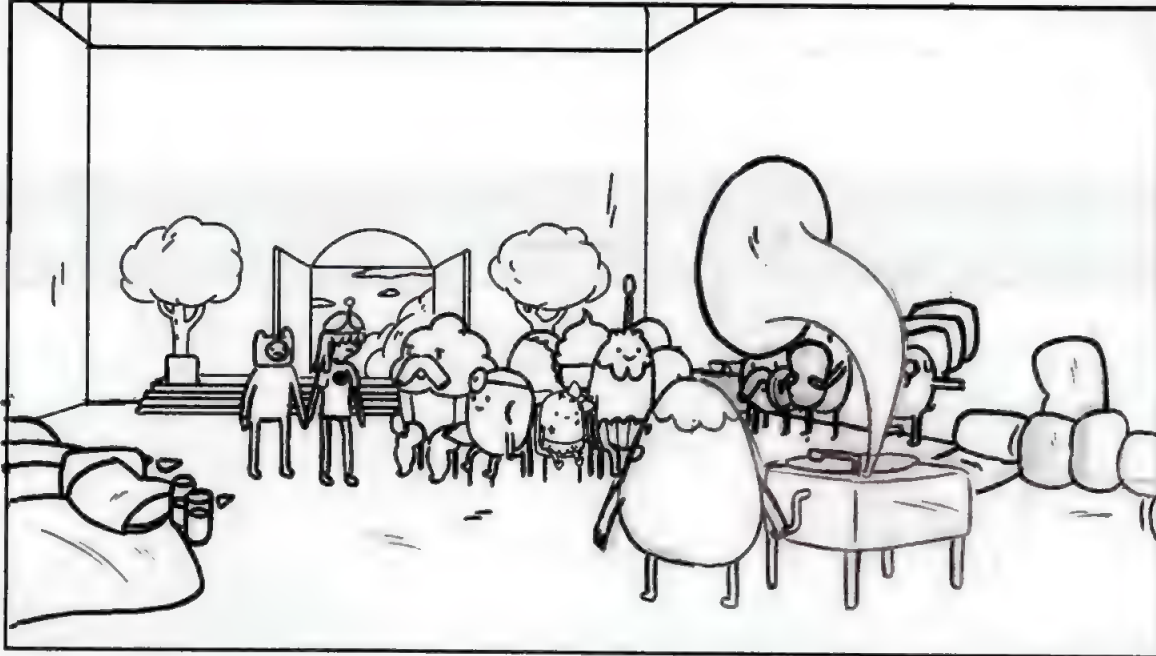
Sc. 14

Pnl. A

Bg.

Page 21

day night



Dialog:

chet: Everyone ready!

Action:

Timing:

JUN 3 0 2014

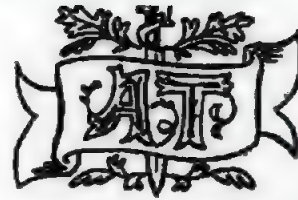
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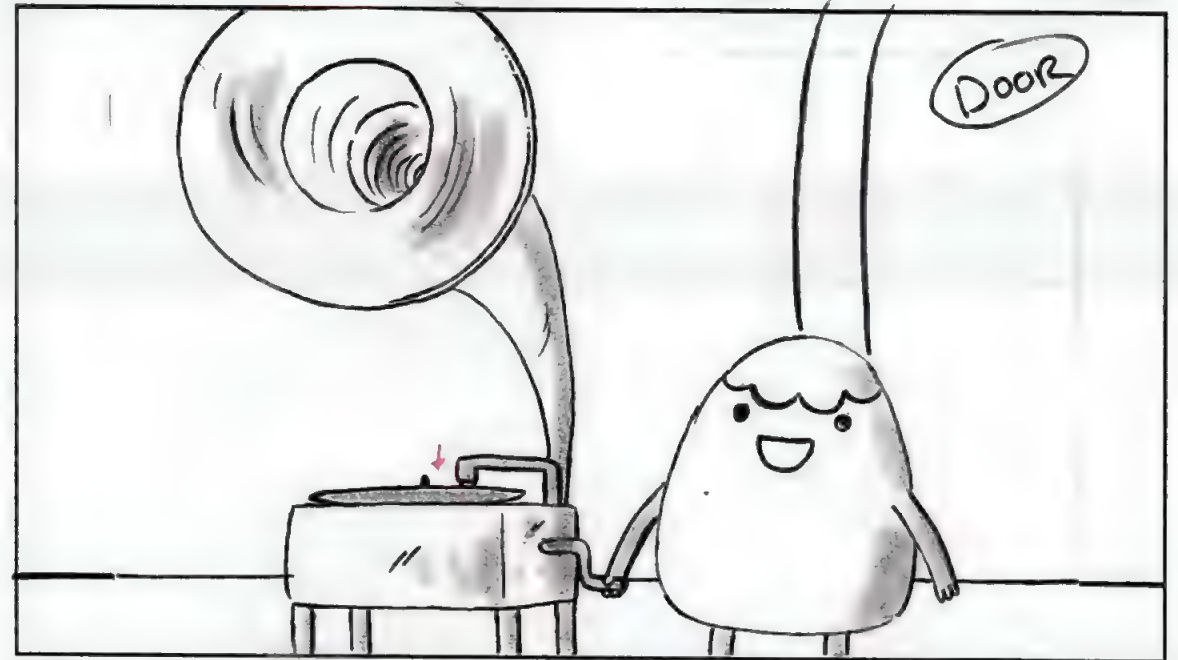
CUT

Page 22

Sc. 14 CONT Pnl. B Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

Everyone: Ready!

Action:

Timing:



SUBTLE NEEDLE  
ARM UP/DOWN

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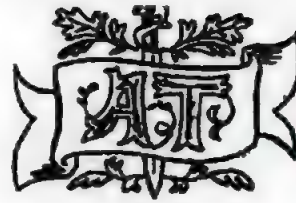
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Production :

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# ADVENTURE TIME



cut

Sc. 15 *CONT*

Pnl. **B**

Bg.

No  
scenes  
16-22

day night

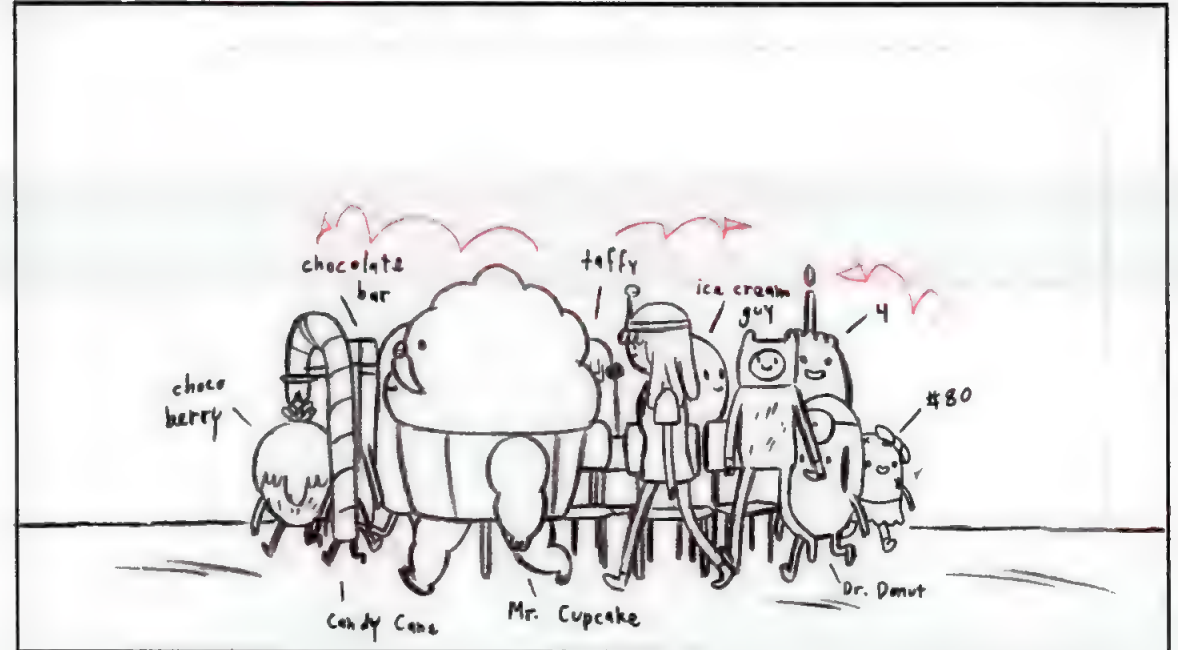
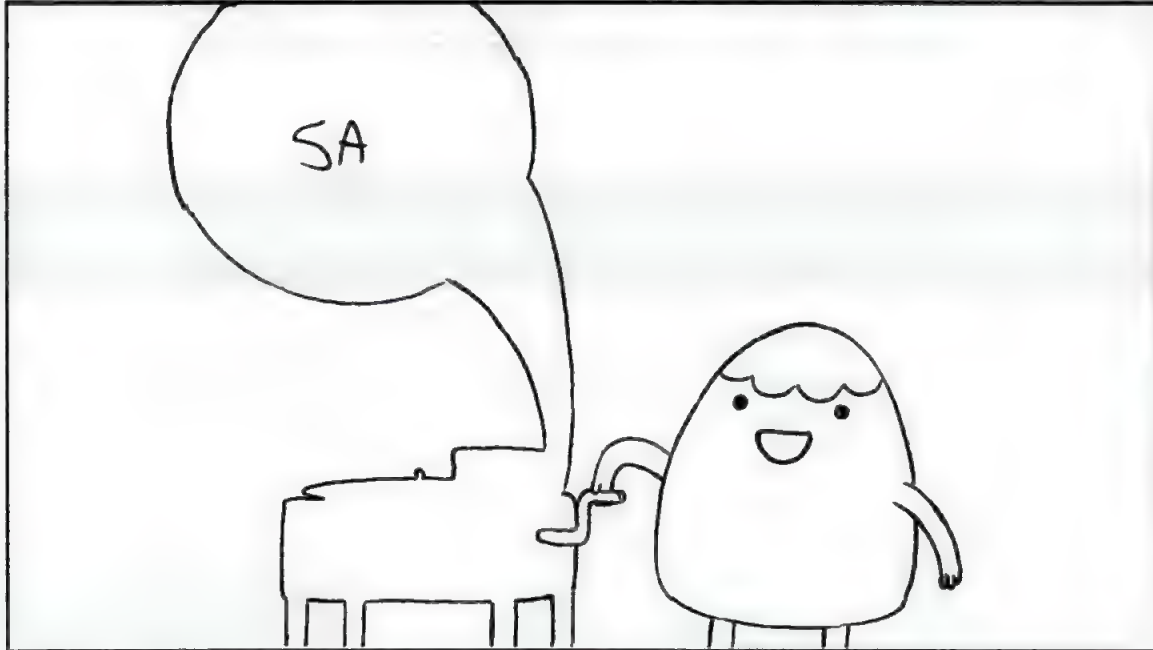
Sc.

23

Pnl. **A**

Bg.

Page <sup>23</sup>  
**23A NEXT**  
day night



Dialog:

\* MUSIC STARTS \*

Action:

- Chet cranks phonograph.

Timing:

JUN 30 2014

025-189

EPISODE #

Production :

1025/189

# ADVENTURE TIME



Sc. 23 *CONT*

Pnl. B

Bg.

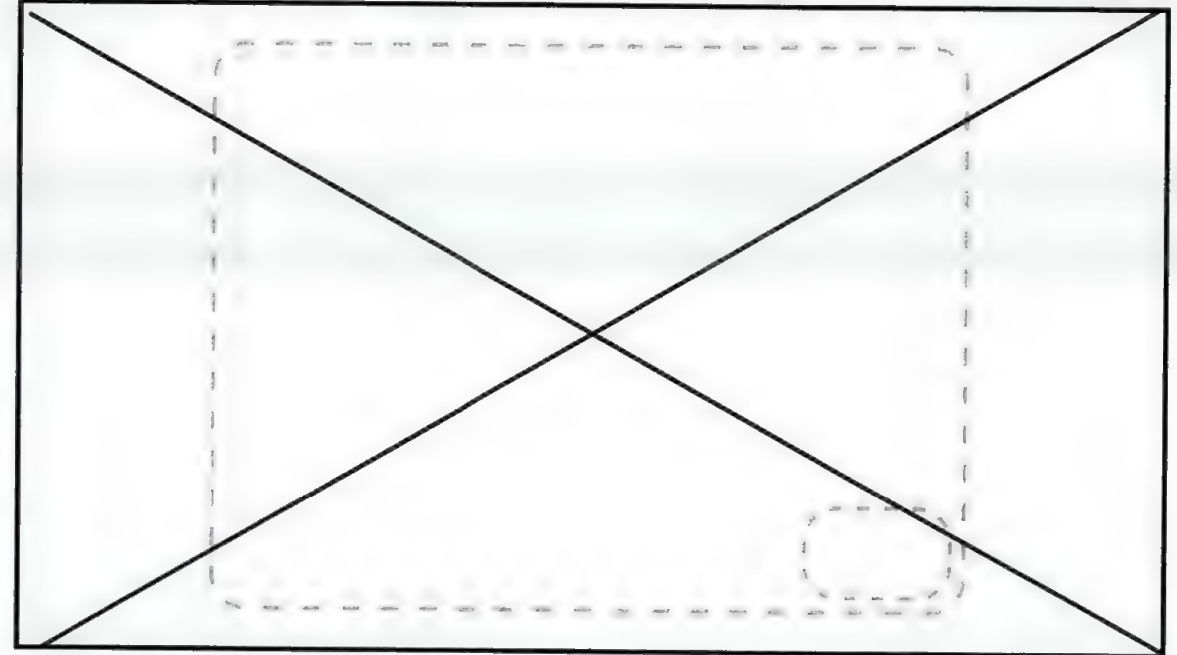
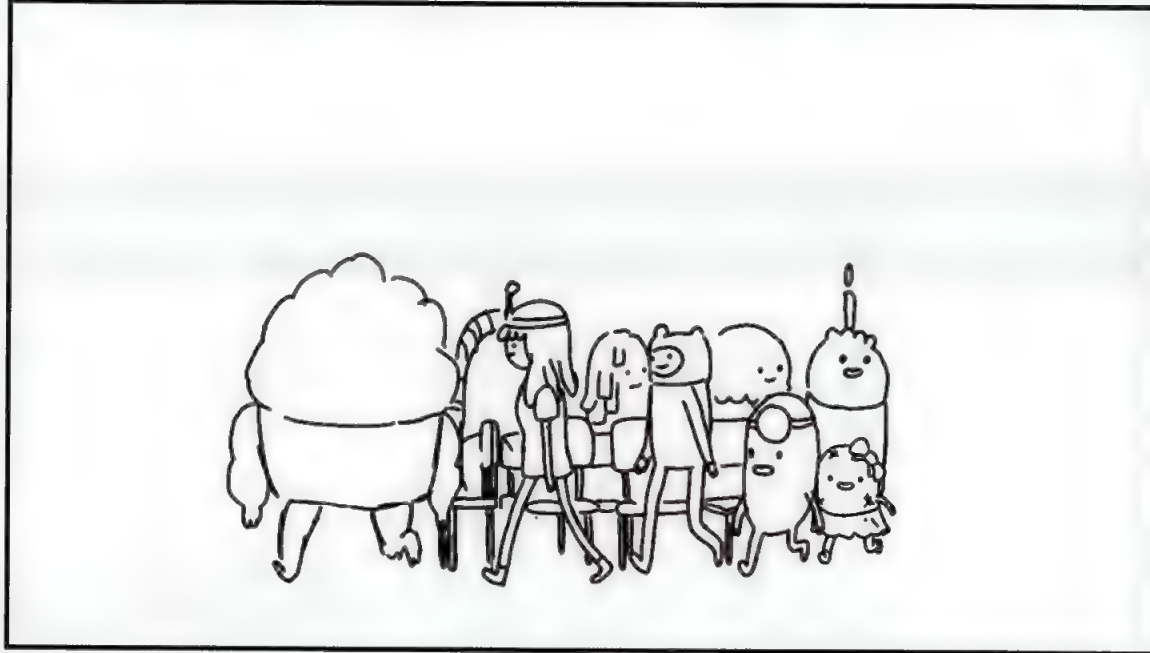
day night

Sc.

Pnl.

Bg.

Page 23A  
*24NET*  
day night



Dialog:

Action:

Timing:

JUN 3 0 2014

EPISODE # 1025-189

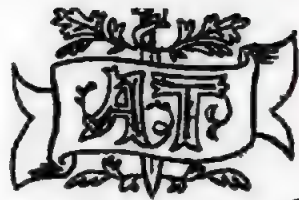
1025/189

Production:

1025/189



# ADVENTURE TIME



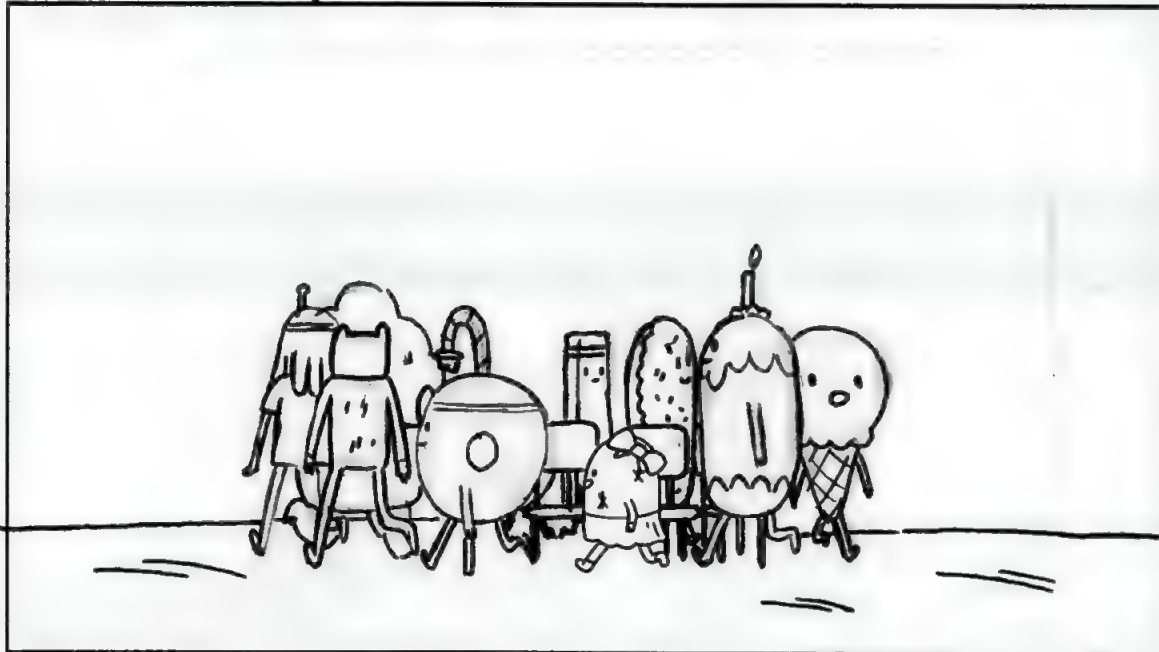
HU  
GUT

Page 24

Sc. 23 CONT Pnl. C

Bg.

day night

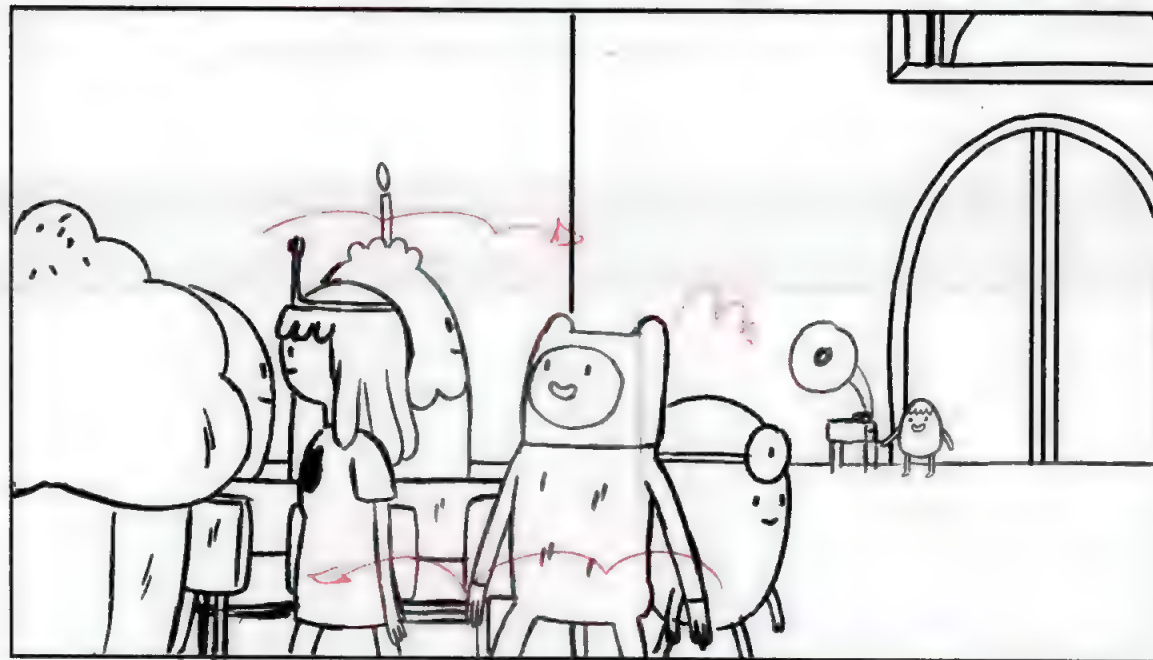


Sc. 24

Pnl. A

Bg.

day night



Dialog:

Action:

- CANDY PEOPLE slowly walking around .

Timing:

(A)

JUN 30 2014

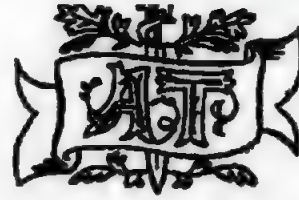
1025-189

EPISODE #  
1025/189

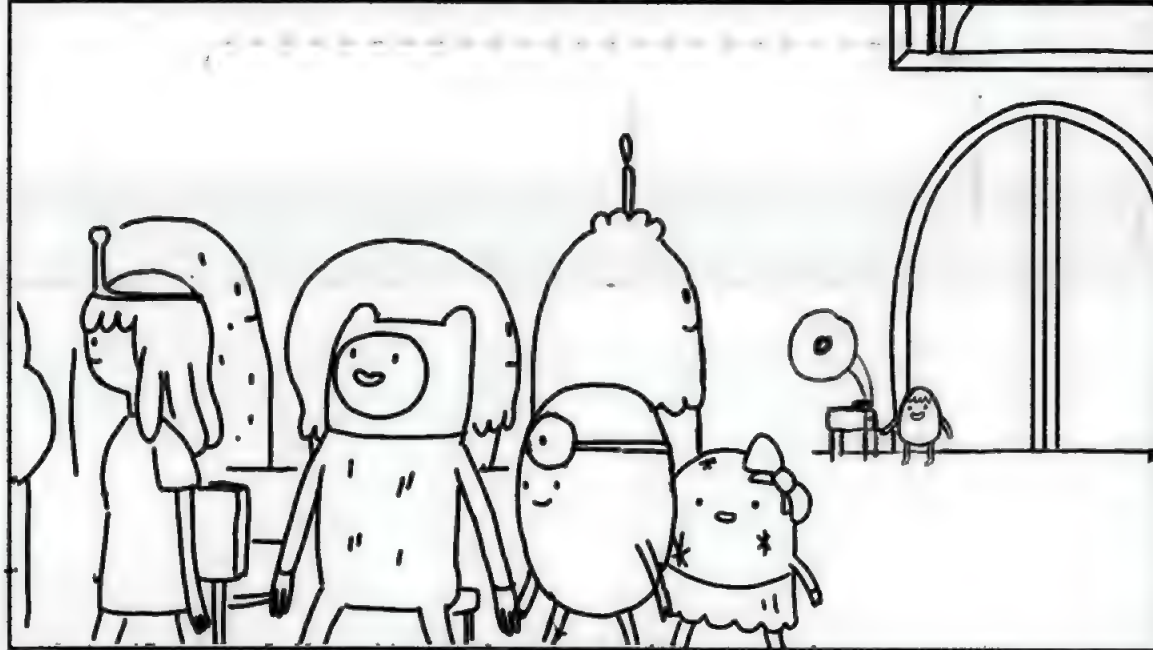
Production :

1025/189

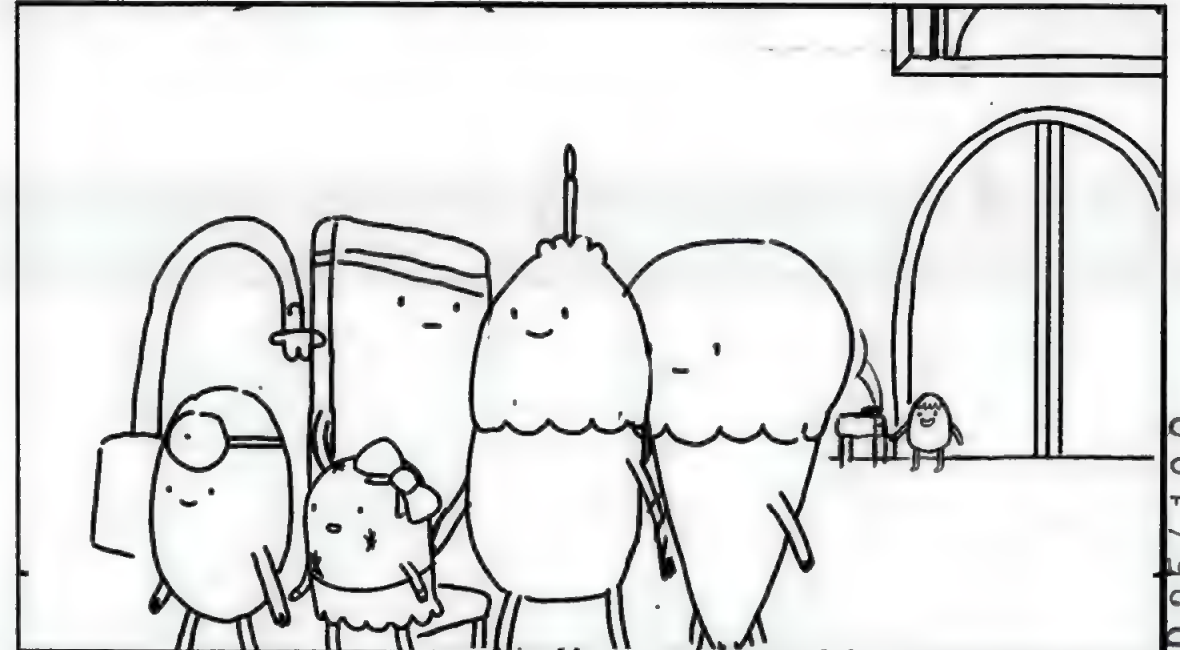
# ADVENTURE TIME



Sc. 24 CONT Pnl. B Bg. day night



Sc. 24 CONT Pnl. C Bg. day night



Dialog:

Action:

Timing:

JUN 30 2014

Page 25  
25 NEXT  
day night

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EPISODE #

Production :

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ADVENTURE TIME



Sc. 24 *CONT*

Pnl. D

Bg.

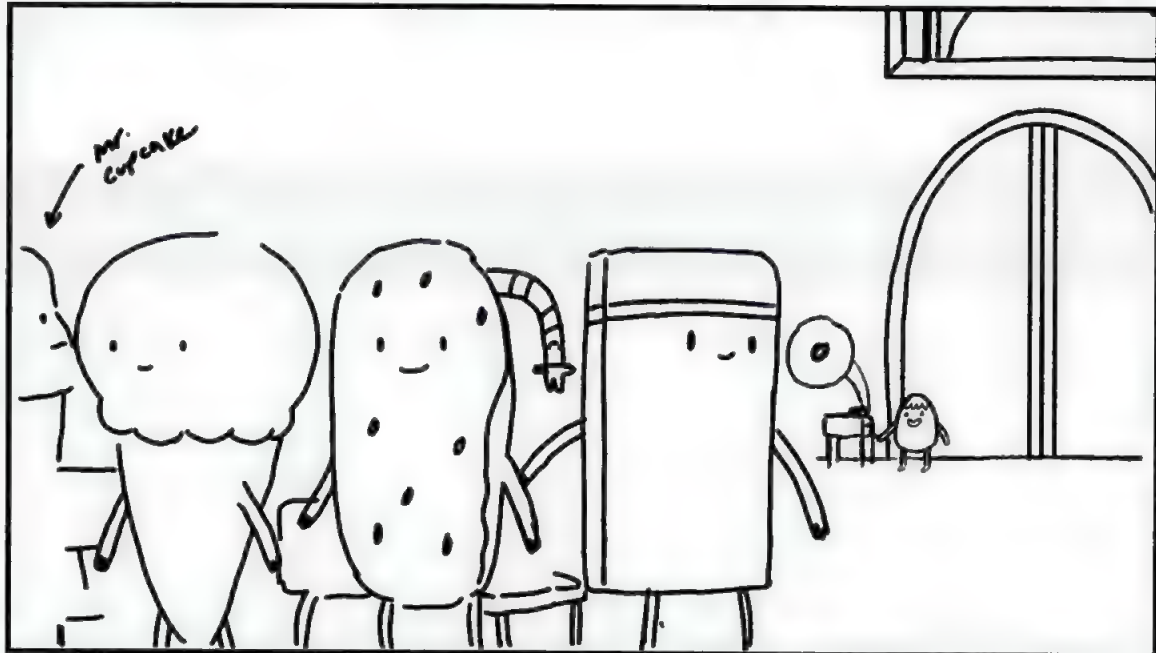
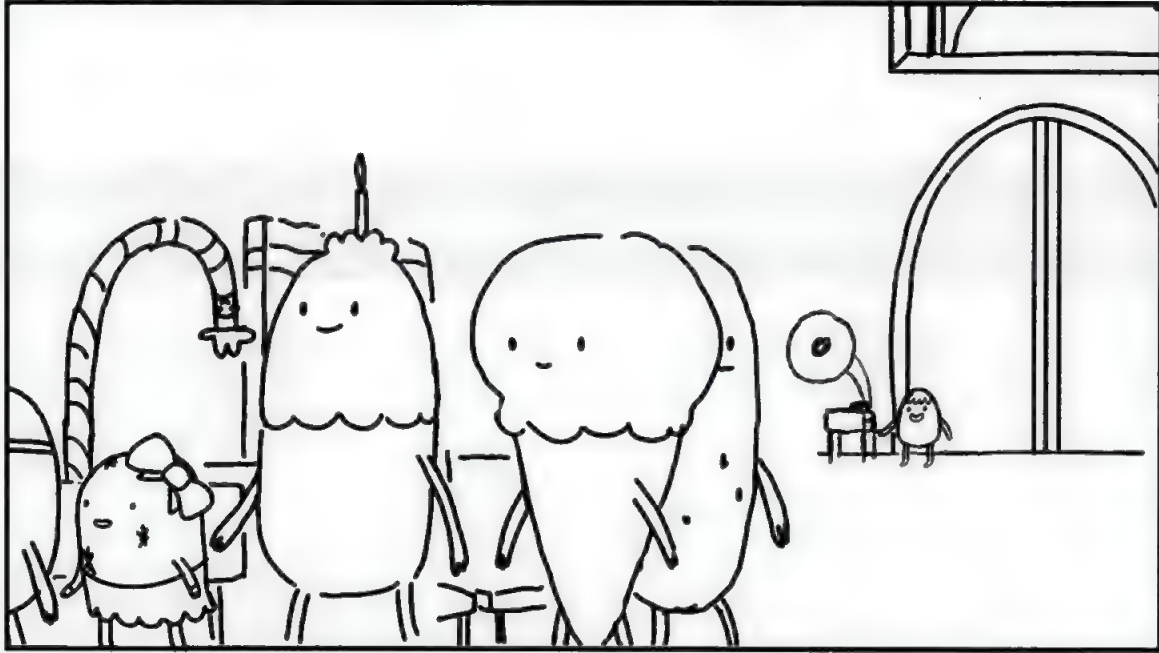
day night

Sc. 24 *CONT*

Pnl. E

Bg.

Page 25A  
*25B NEW*  
day night



Dialog:
Action:
Timing:

JUN 30 2014

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Production:

1025/189

1025/189

1025 189

# ADVENTURE TIME



HW  
Cut

Sc. 25

Pnl. A

Bg.

day night

Sc.

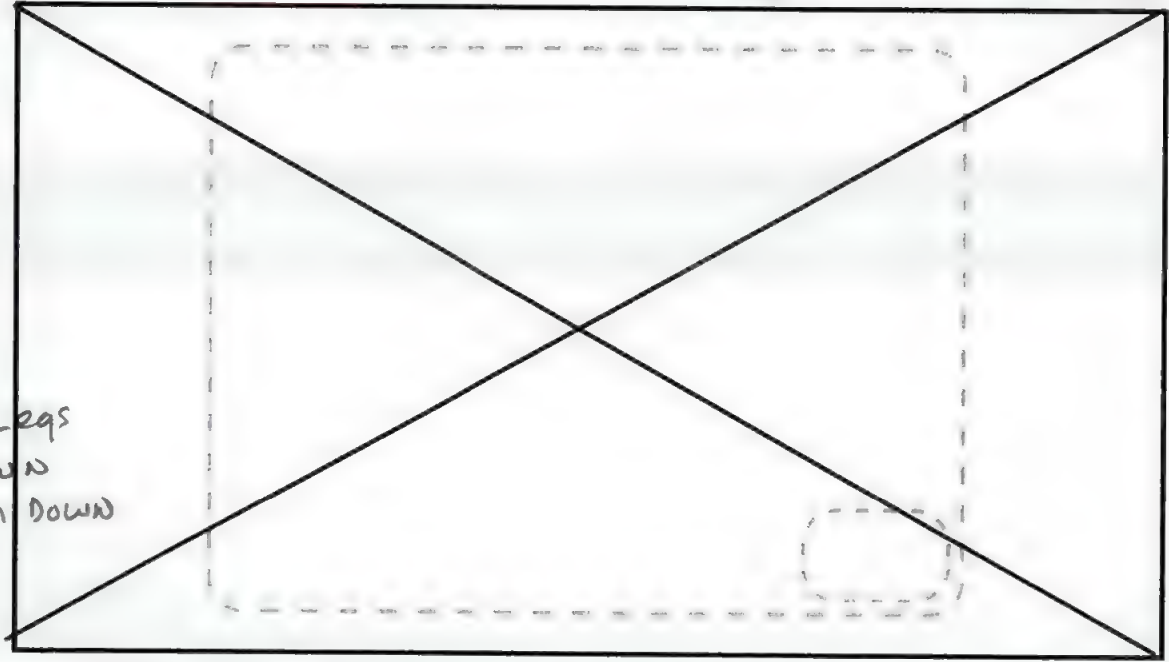
Pnl.

Bg.

Page 25B  
26 NEXT  
day night



Small  
Squagly Legs  
& Body Down  
w/ (R) Arm Down



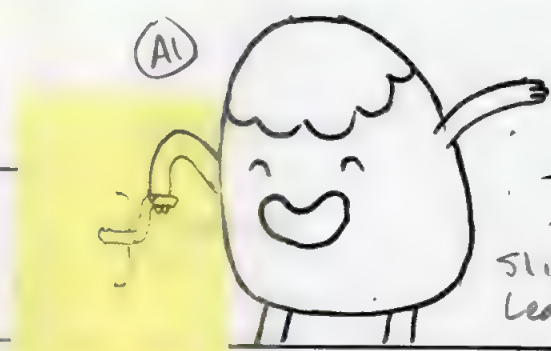
Dialog:

\* FASTER MUSIC \*

Action:

Chet cranks phonograph  
fast.

Timing:



Slight stretch  
Legs & body up  
w/ (R) Arm up

JUN 3 0 2014

EPISODE # 1025-189

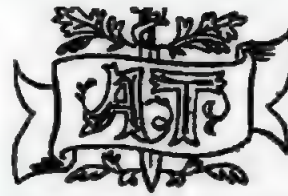
1025/189

Production:

1025/189



# ADVENTURE TIME



Sc. **26**

Pnl. **A**

Bg.

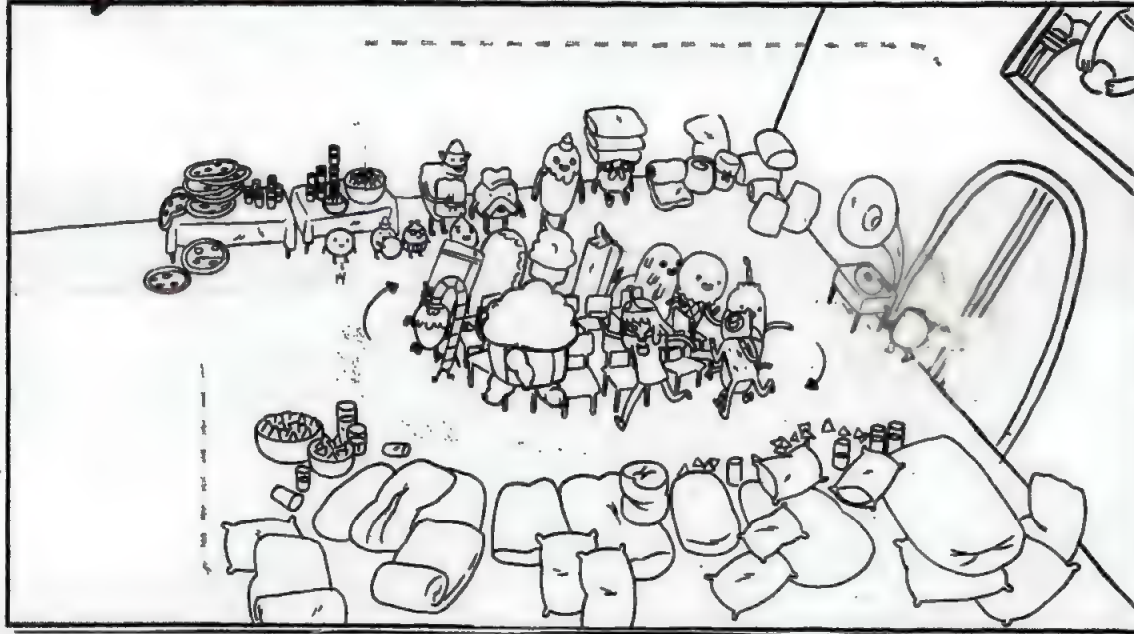
day night

Sc. **26 cont**

Pnl. **B**

Bg.

Page **26**  
**26A-NET**  
day night



Dialog:

DETAIL pos (A) → Body (A) Arm & CRANK DOWN  
(A) → Body (A) Arm & CRANK UP

Action:

- CANDY PEOPLE RUN IN CIRCLE.

Timing:

JUN 30 2014

EPISODE # 1025-189

Production :

1025/189

# ADVENTURE TIME



Sc. *26 CONT*

Pnl. C

Bg.

day night

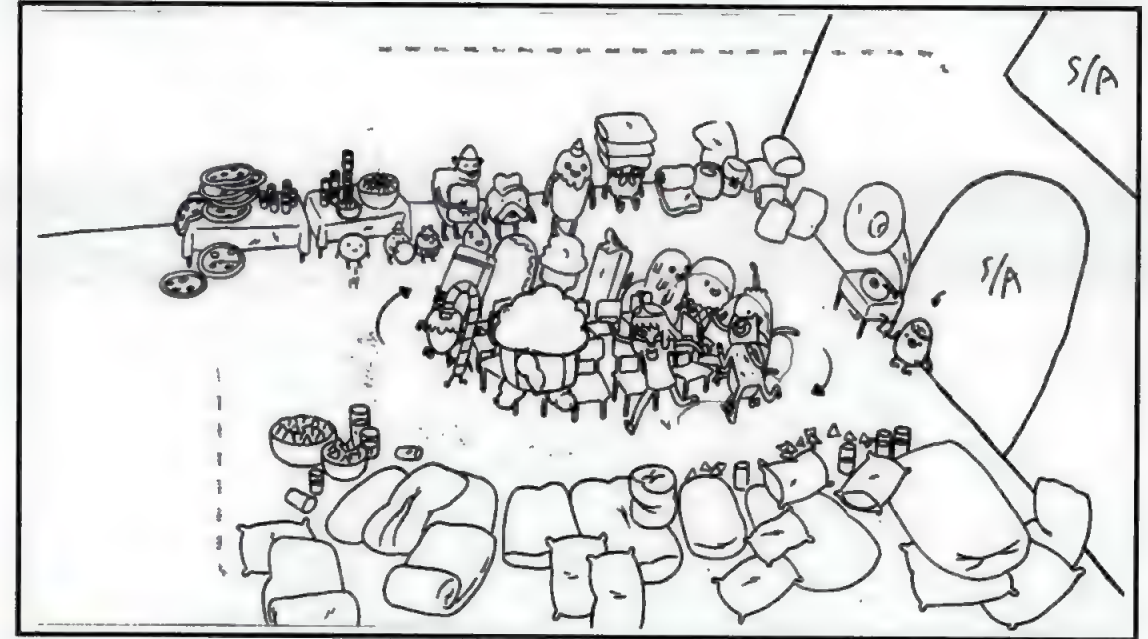


Sc. 26 *CONT*

Pnl. D

Bg.

Page 26A  
*26 Brest*  
day night



Dialog:

Action:

Timing:

JUN 30 2011

EPISODE # 1025-189

1025/189

Production:

1025/189

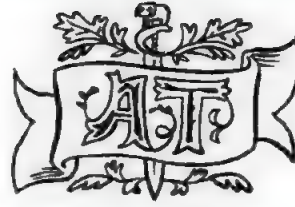


1025/189

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HW  
Cut

# ADVENTURE TIME



Sc. 27

Pnl. A

Bg.

day night

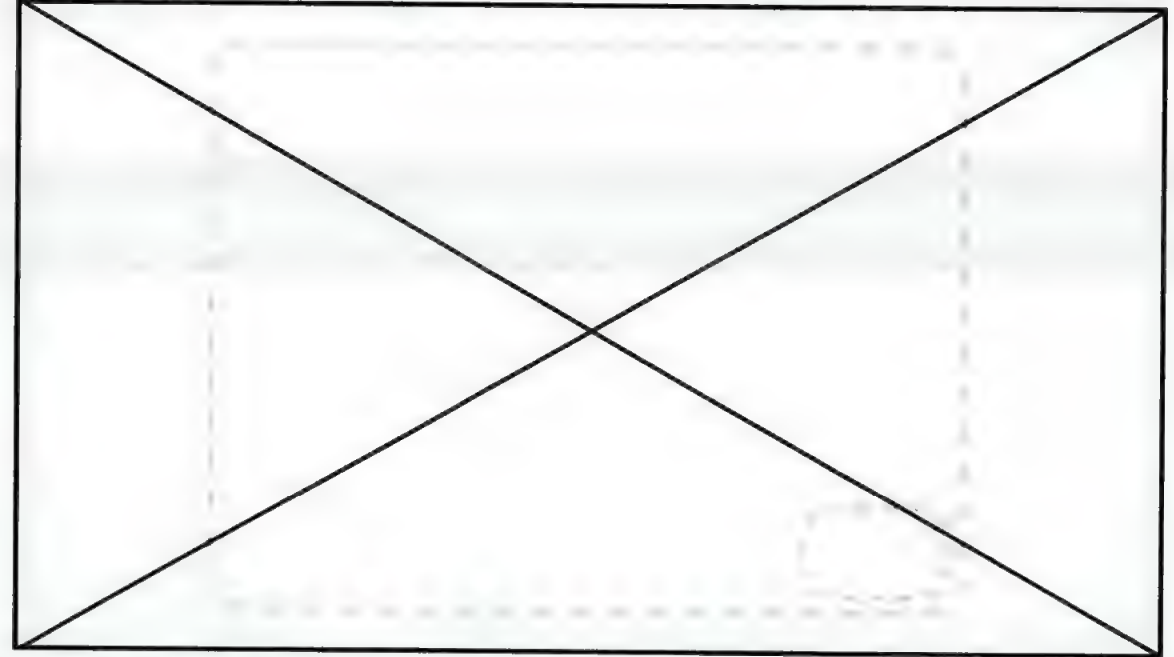
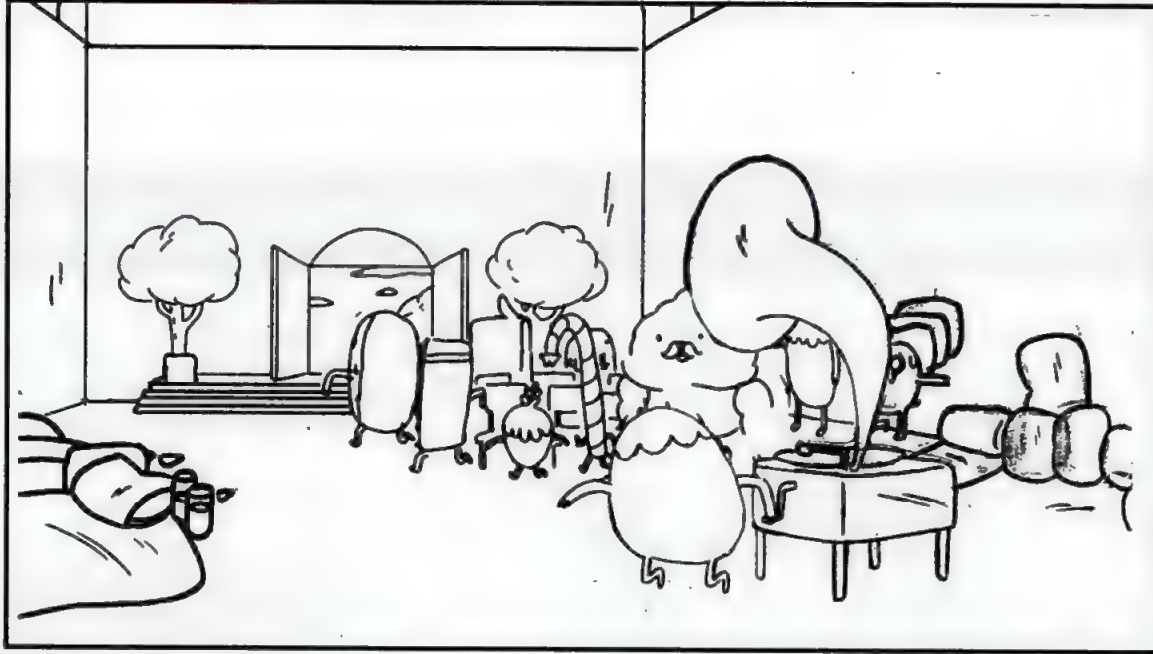
Sc.

Pnl.

Bg.

Page 26B

27 NET  
day night



Dialog:

Action:

Timing:



JUN 30 2014

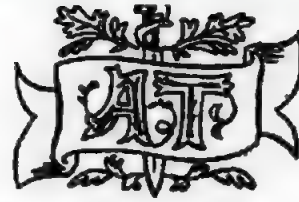
EPISODE # 1025-189

1025/189

Production:

1025/189

# ADVENTURE TIME

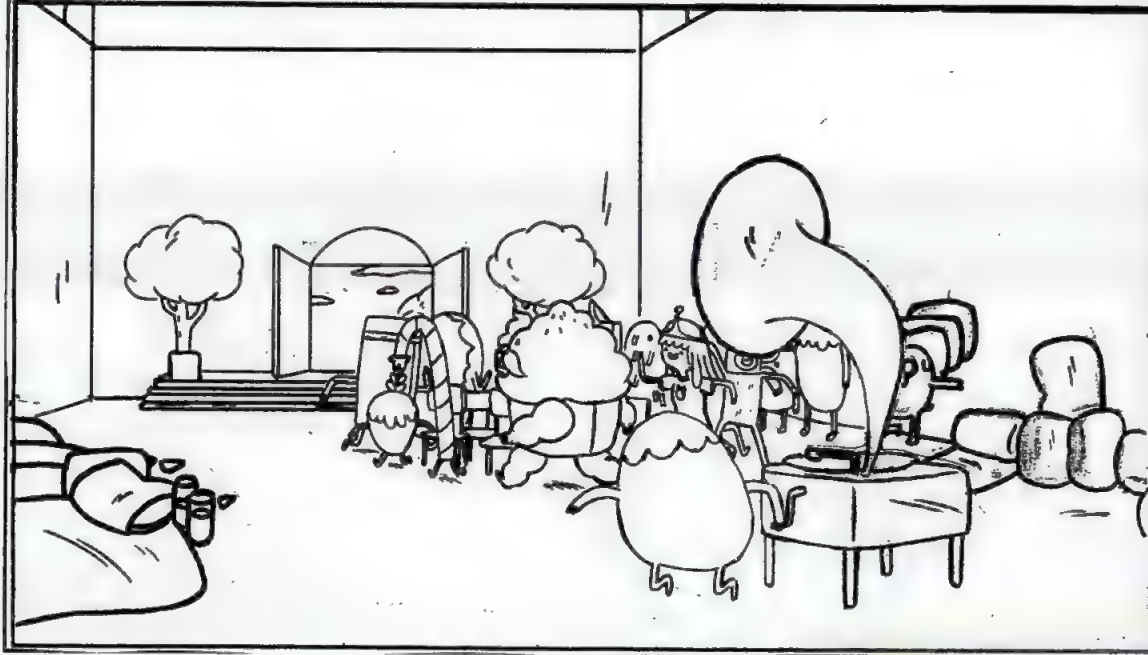


Page 27

Sc. 27 CONT Pnl. B

Bg.

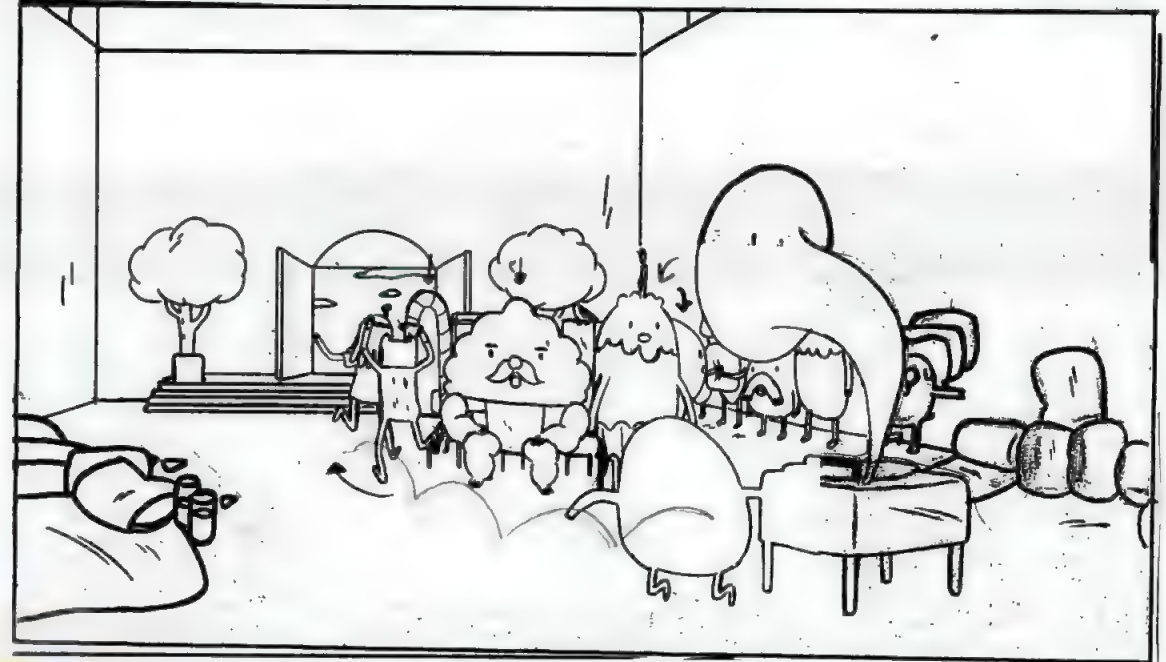
day night



Sc. 28 CONT Pnl. C

Bg.

day night



Dialog:

SFX: \*MUSIC STOPS ABRUPTLY\*

Chet: Take a seat!

Action:

CHET STOPS CRANKING

Timing:

JUN 30 2014

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Production :

1025-189

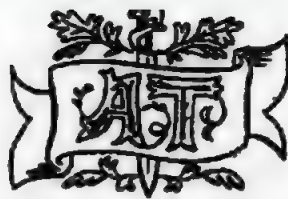
1025/189

1025/189



Handwritten red mark: "Hut" with a star.

ADVENTURE TIME



Sc. 28

Pnl. A

Bg.

day night

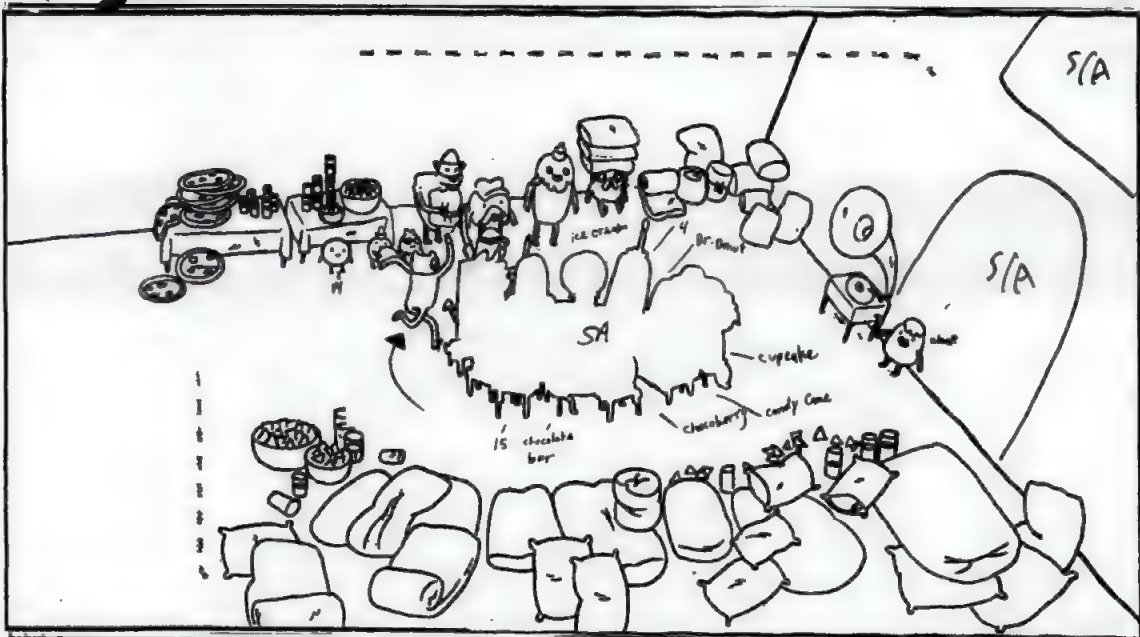
Sc.

28 CONT Pnl. B

Bg.

day night

Page 28



Dialog:

Action:

-PB + F RUSH TO FIND SCAT.

Timing:



JUN 30 2014

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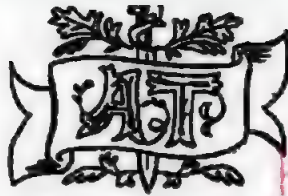
Production :

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1025/189

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ADVENTURE TIME



Page 29

Sc. 28 CONT Pnl. C

Bg.

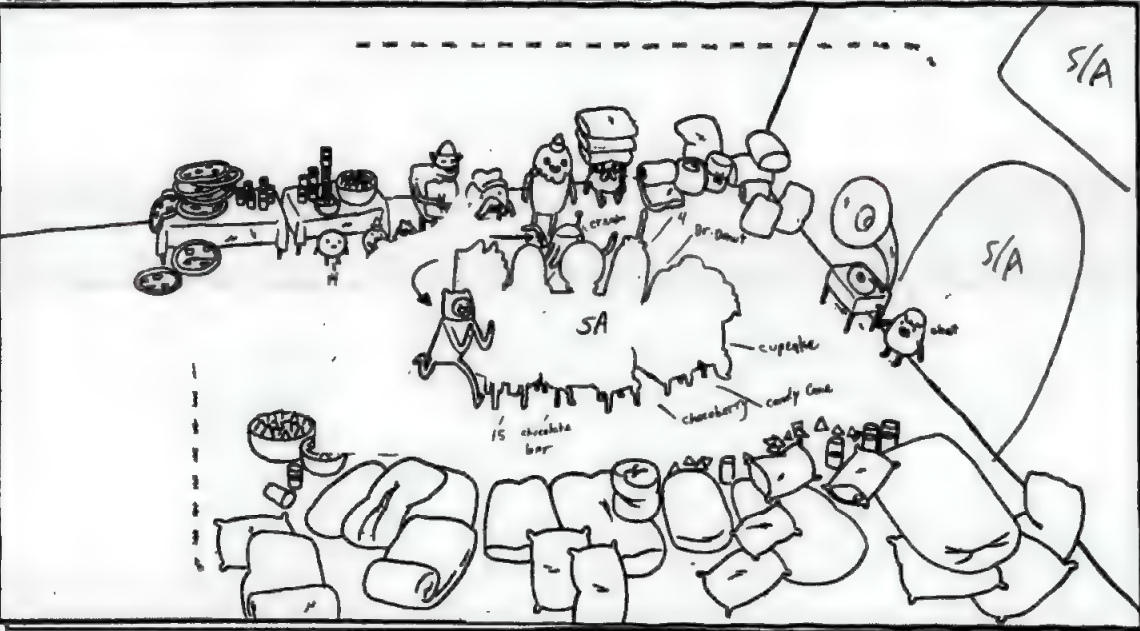
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

FIN  
TURNS AROUND

(C1)

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# ADVENTURE TIME

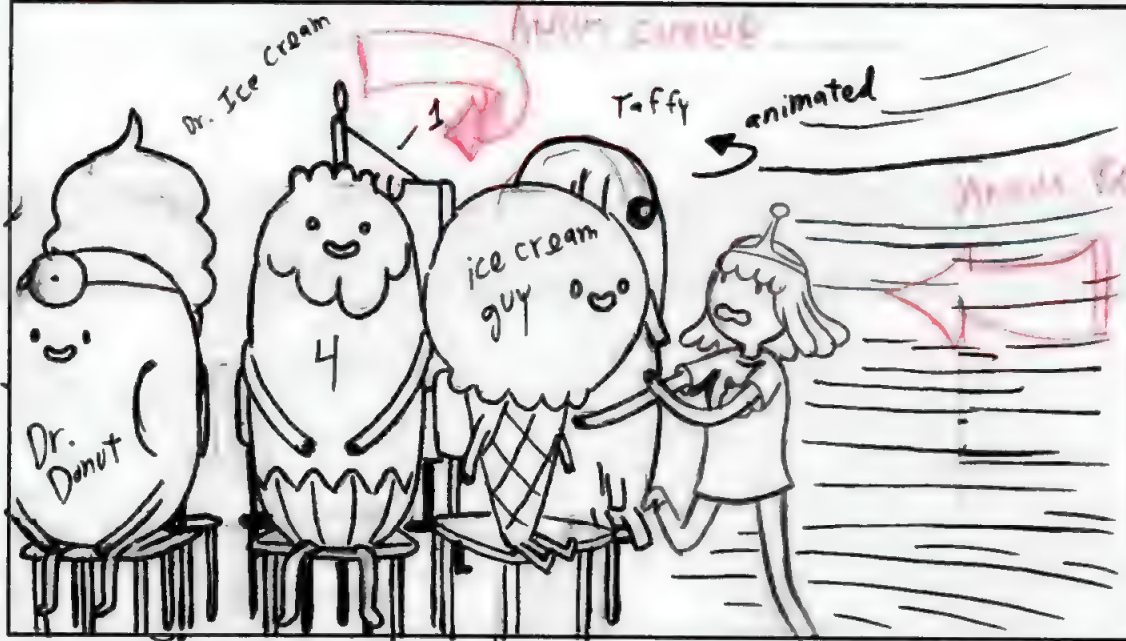


Sc. 29

Pnl. A

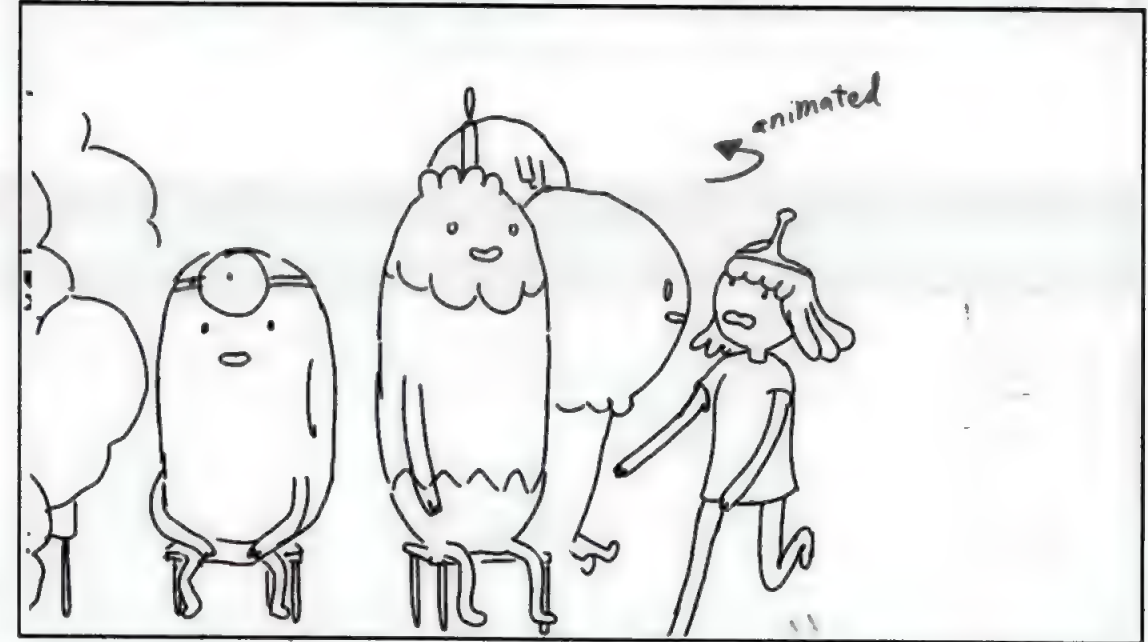
Bg.

day night



Sc. 29 *cont* Pnl. B

Bg.



Page 30  
30 ANNOTATED  
day night

Dialog:

PB: UH UH...

Action:

JUN 30 2014

Timing:

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EPISODE #

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Production :

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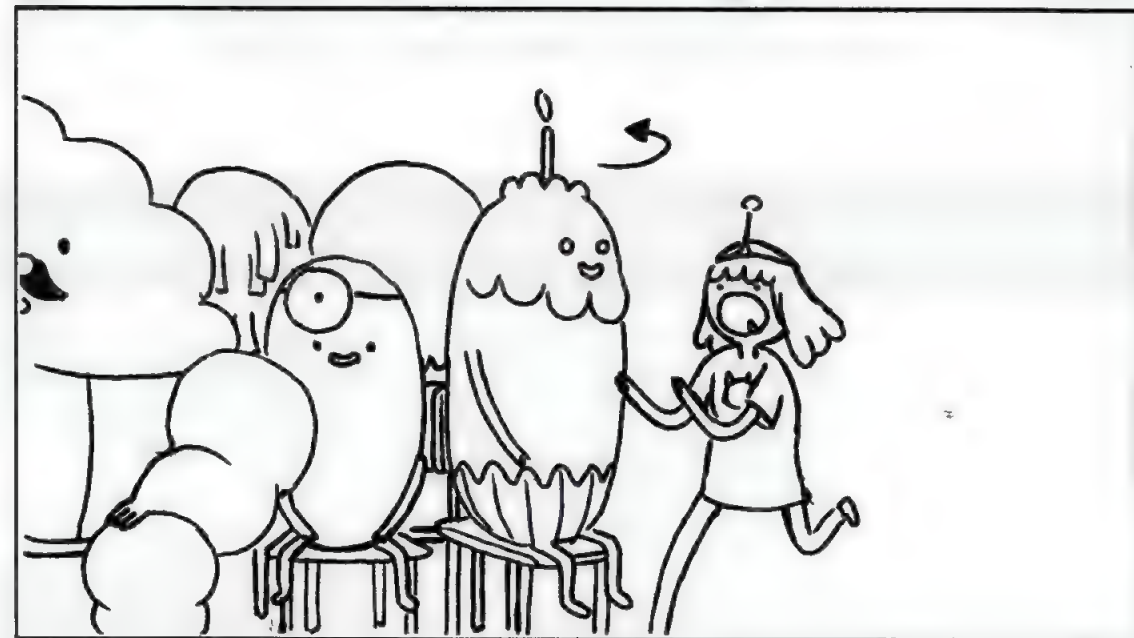
1025/189

# ADVENTURE TIME

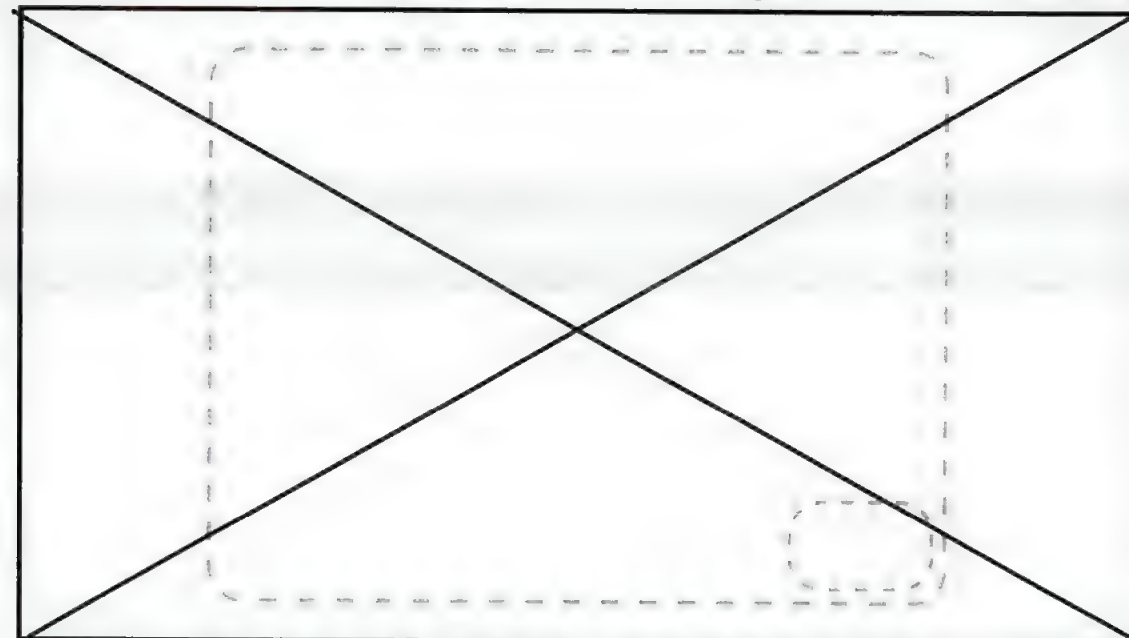


*Cut*

Sc. 29 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

JUN 30 2014

EPISODE # 1025-189

Production:

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# ADVENTURE TIME



Sc.

30

Pnl.

A

Bg.

day night

Sc.

30 cont

Pnl.

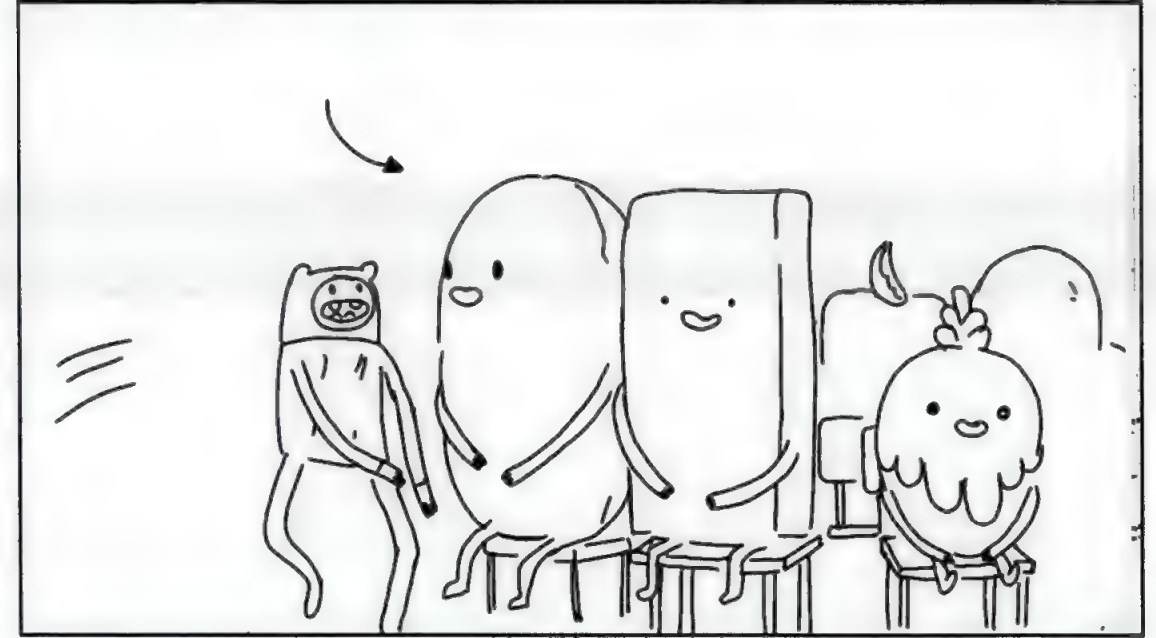
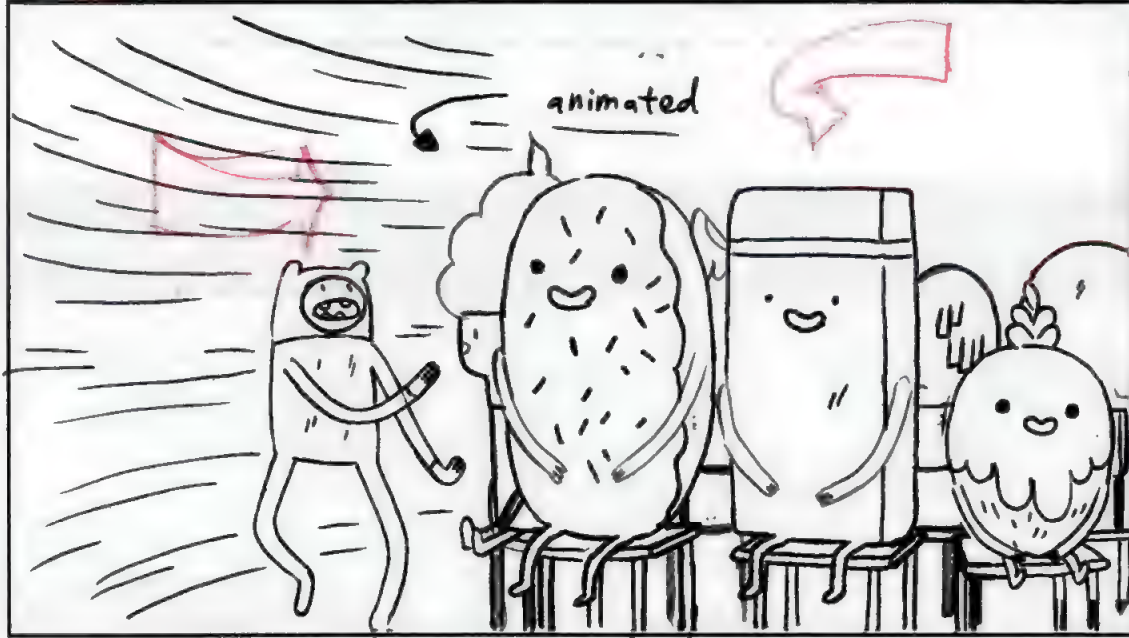
B

Bg.

Page

31

31A NEXT  
day night



Dialog:

F: UH OH! UH OH!

Action:

Timing:

JUN 30 2014

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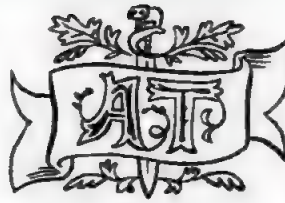
Production :

1025/189

1025/189

1025/189

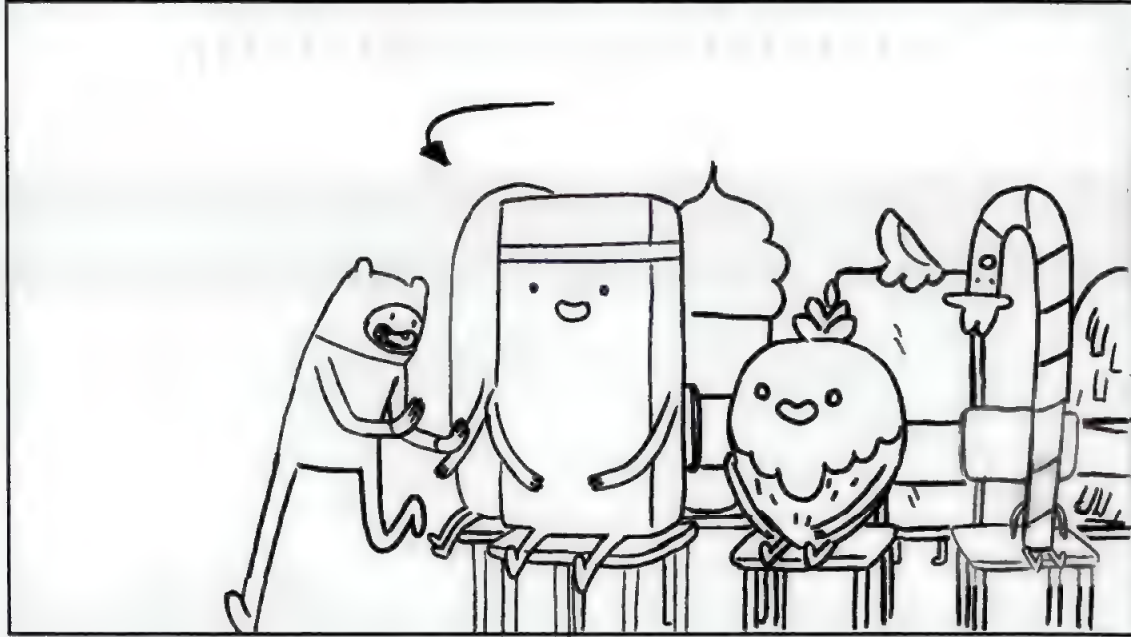
# ADVENTURE TIME



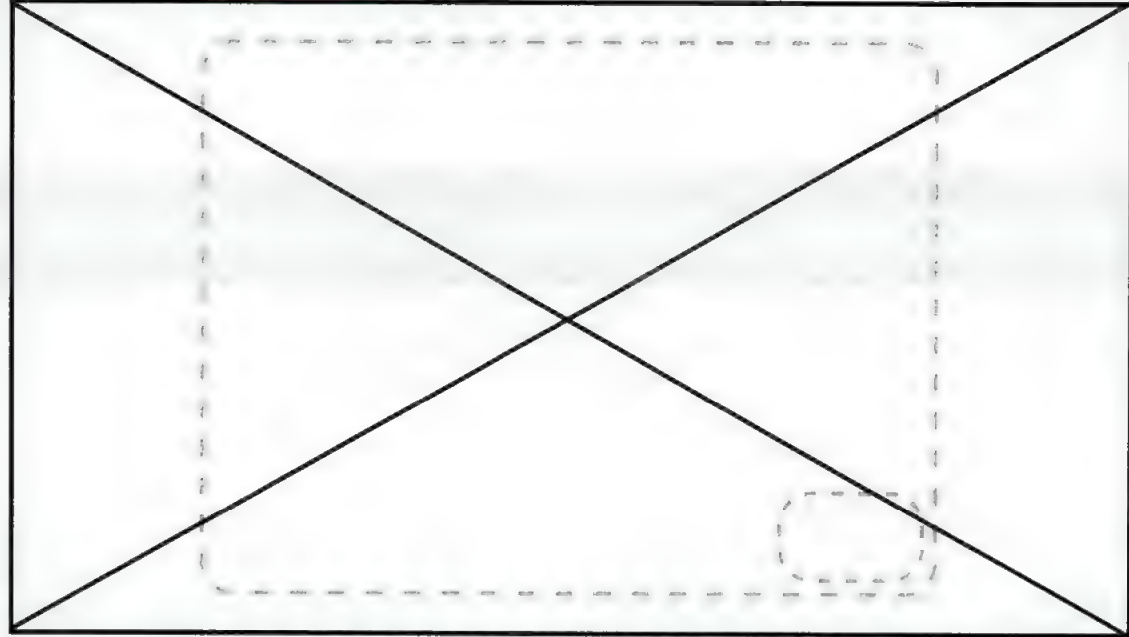
*Cut*

Page 31A  
*32 WEST*  
day night

Sc. 30 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

JUN 30 2014

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Production:

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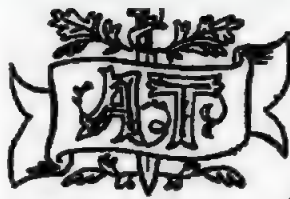
1025/189

1025/189



Cut

# ADVENTURE TIME



Page 32

Ho Cut

Sc. 31

Pnl. A

Bg.

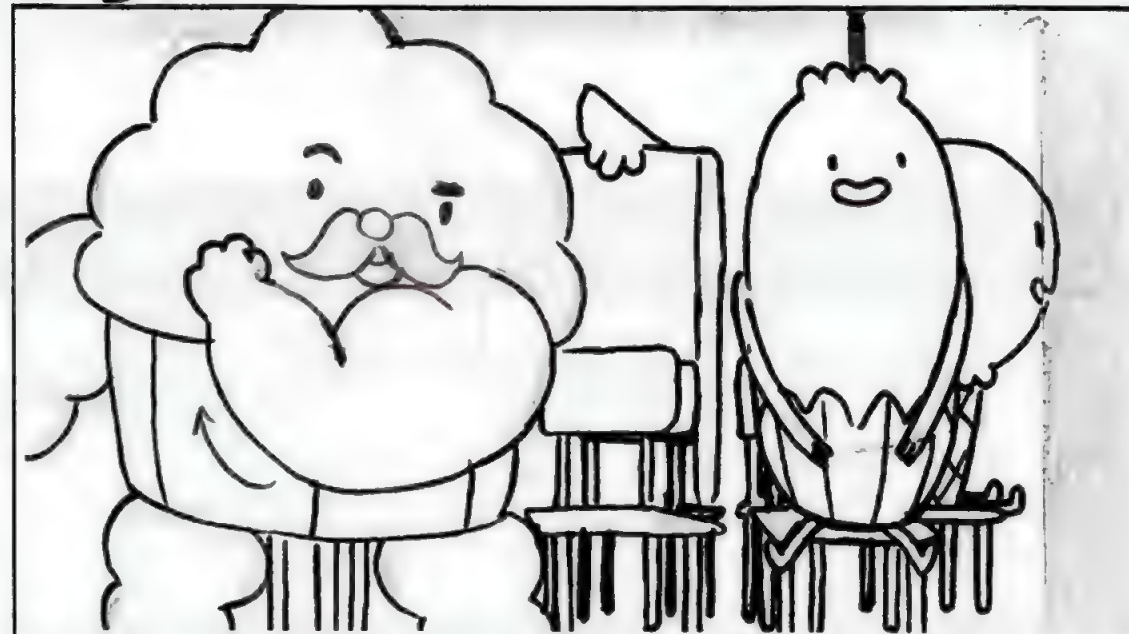
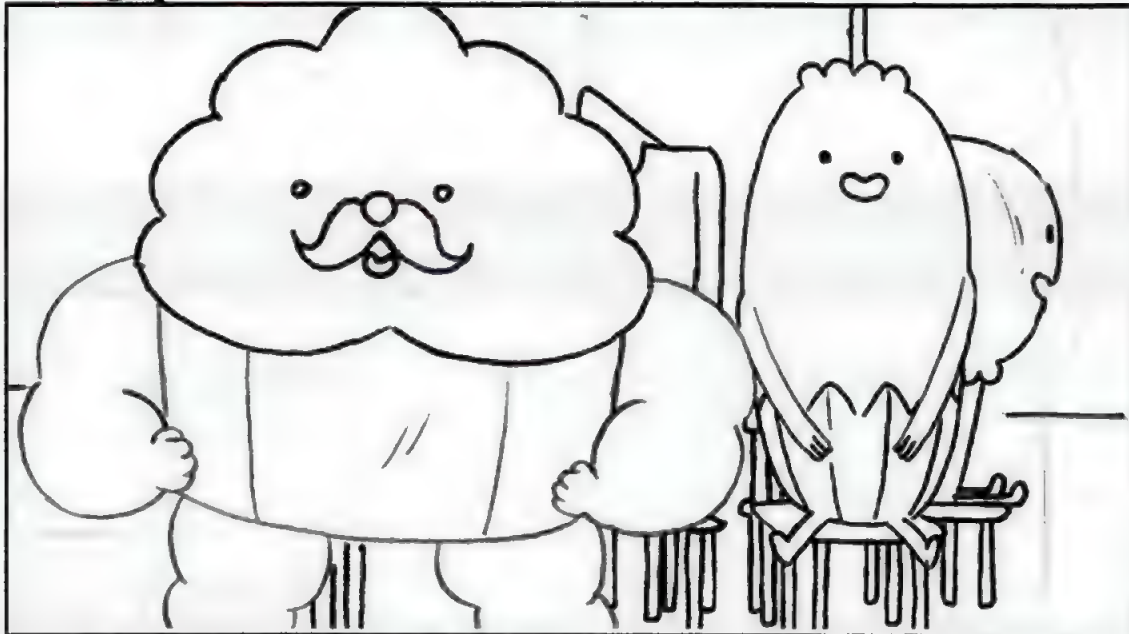
day night

Sc. 31 cont

Pnl. B

Bg.

day night



Dialog: Mr. Cupcake: There's a seat by me.

Action:  (A1)  (A2) - MR C. MOVES HIS ARM OUT & THE WAY

JUN 30 2014

Timing: *Lower body from 10:00*

EPISODE # 1025-189

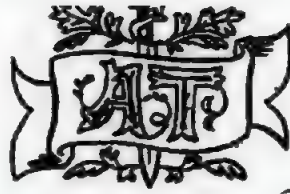
1025/189

Production :

1025/189

He  
cut

# ADVENTURE TIME



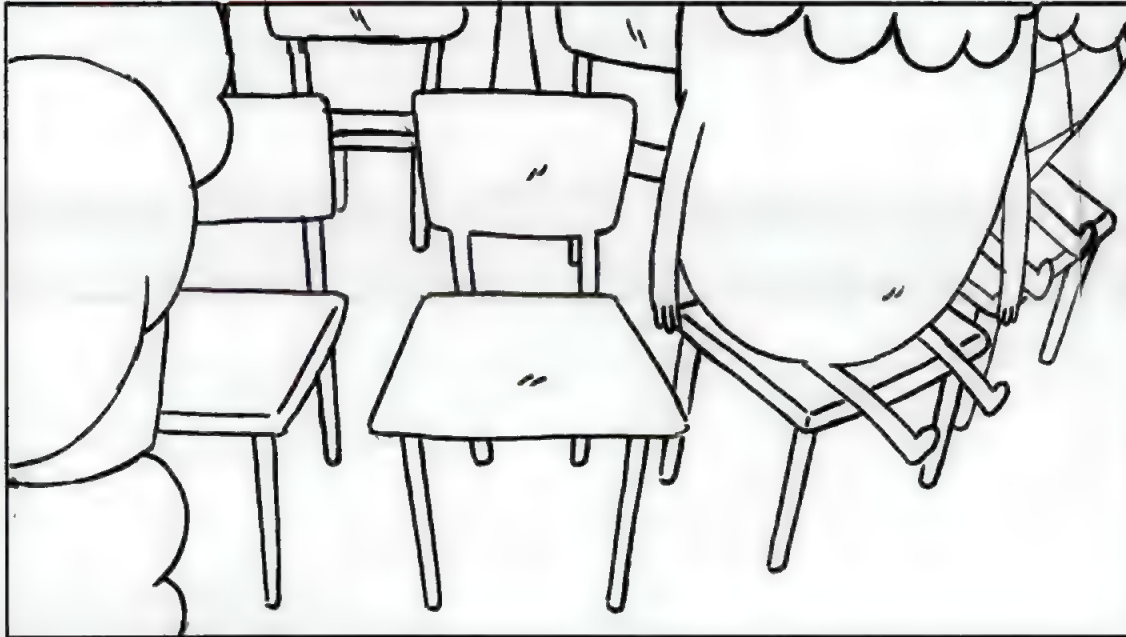
Page 33

Sc. 32

Pnl. A

Bg.

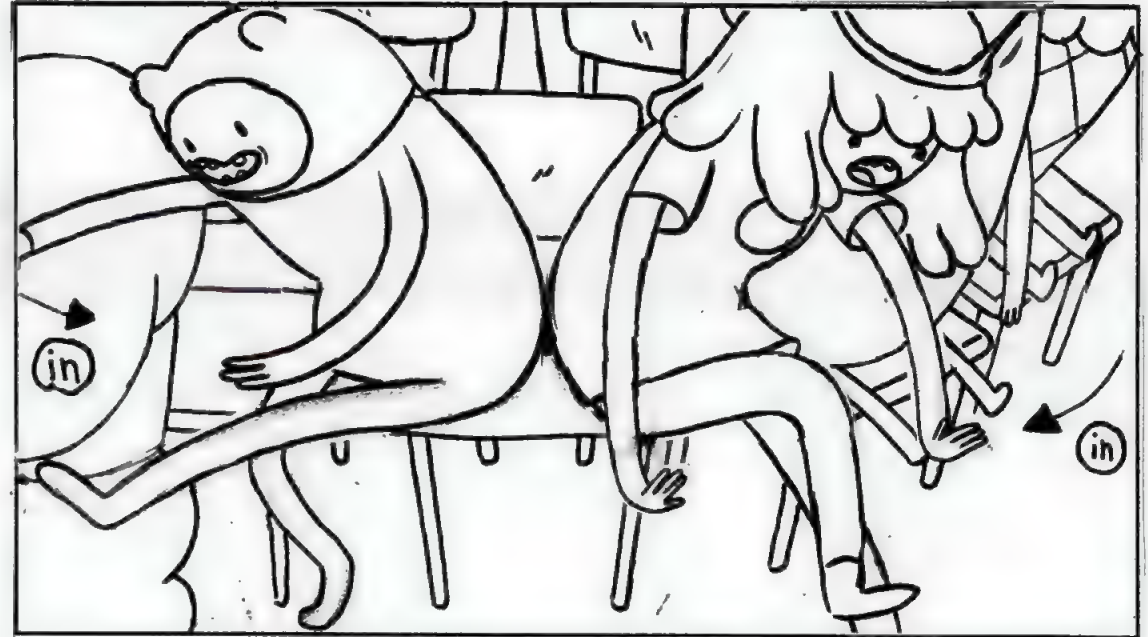
day night



Sc. 32 CONT Pnl. B

Bg.

day night



Dialog:

SFX: \* BUMP \*

Action:

Timing:



-F + PB BOTH LUNGE AT SEAT BACKWARDS,  
AND BUMP INTO EACH OTHER.

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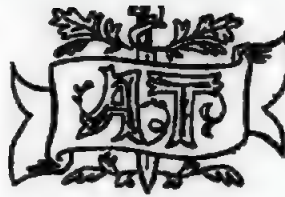
Production :

1025/189



ADVENTURE

TIME



Sc. 32 cont Pnl. C

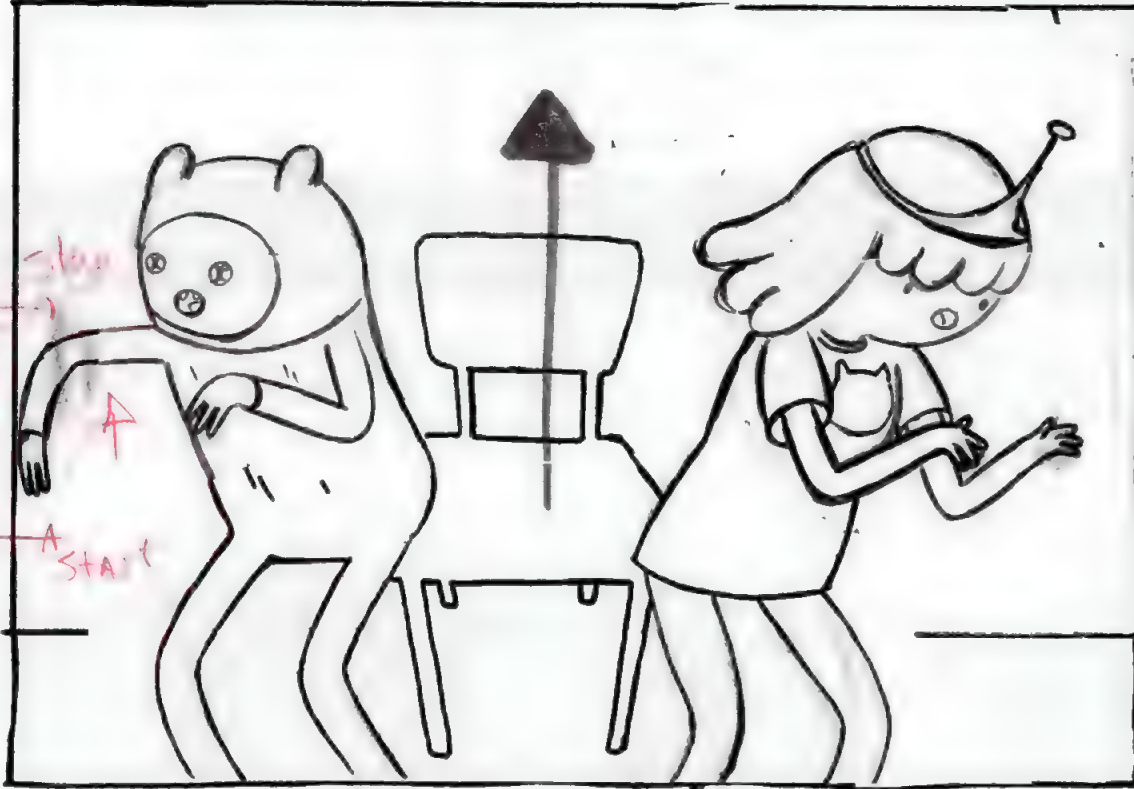
E

day night

Sc. 32 cont Pnl. D

Bg.

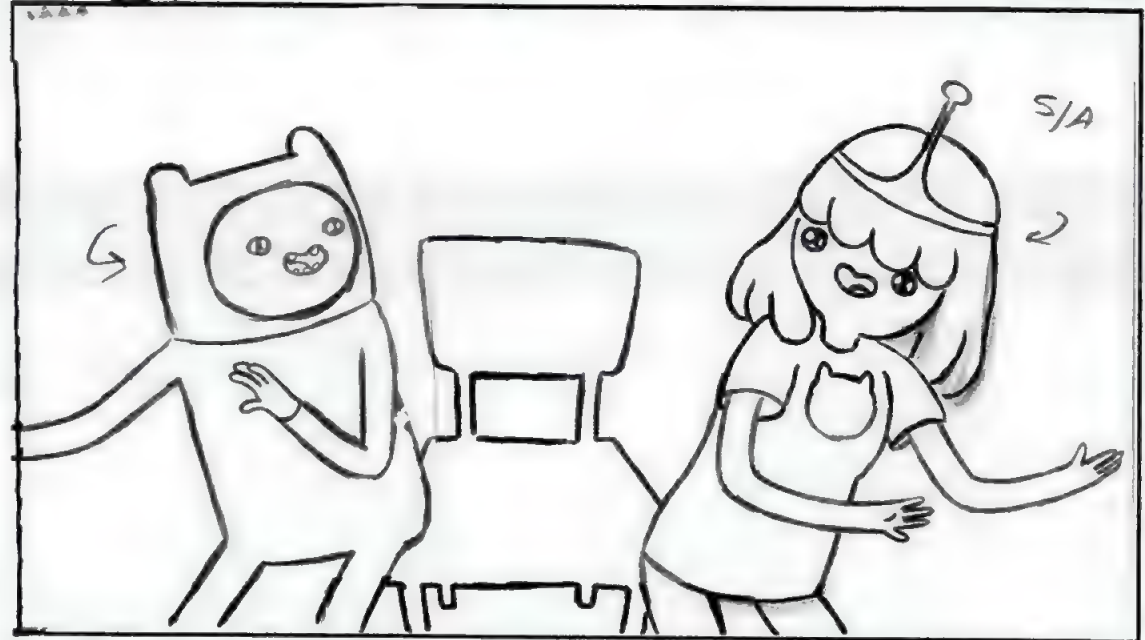
Page 34  
day night



PB/F: OH!

Action: -F + PB STRAIGHTEN UP.

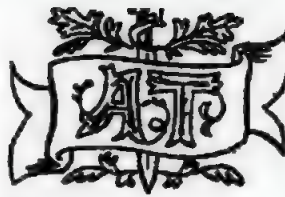
Timing:



PB/F: HEM

JUN 30 2014

# ADVENTURE TIME

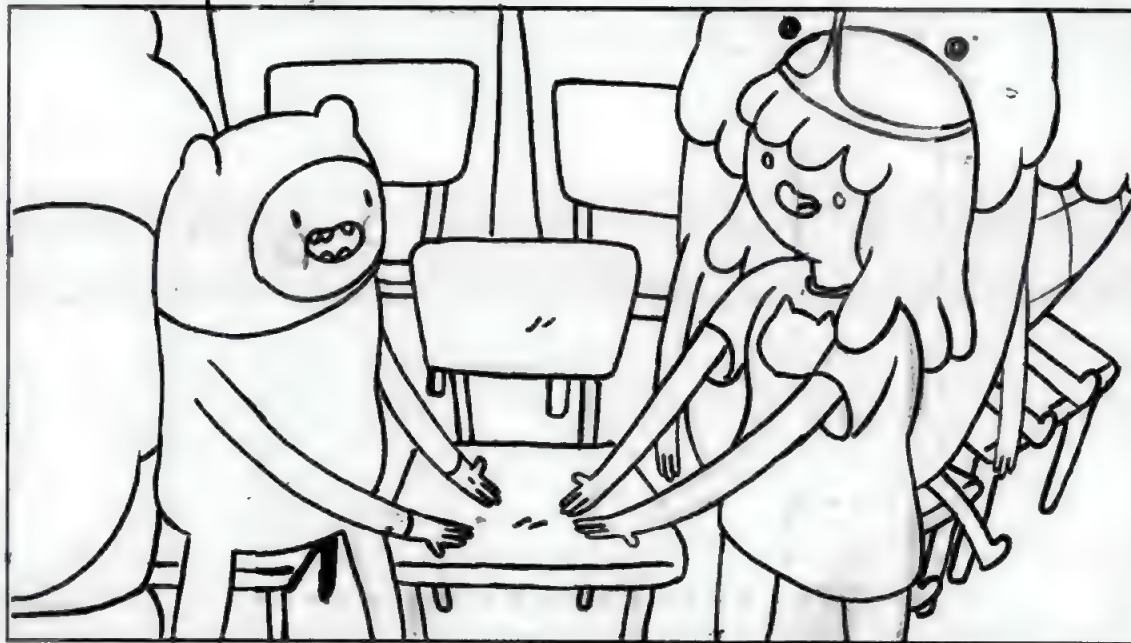


Page 35  
day night

Sc. 32 CONT Pnl. E

Bg.

day night



Sc. 32 CONT Pnl. F

Bg.

day night



Dialog:

F: You take it Princess,  
this is your party.

PB: (SIMULTANEOUS)  
YOU TAKE IT! FINN, YOU'RE MY GUEST.

F/PB: No, No, I, INSIST.

Action:

Timing:



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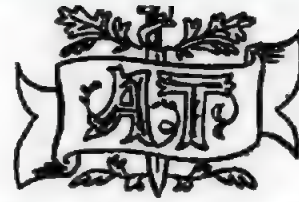
Production :

1025/189



Ho cut

# ADVENTURE TIME



Sc. 33

Pnl. A

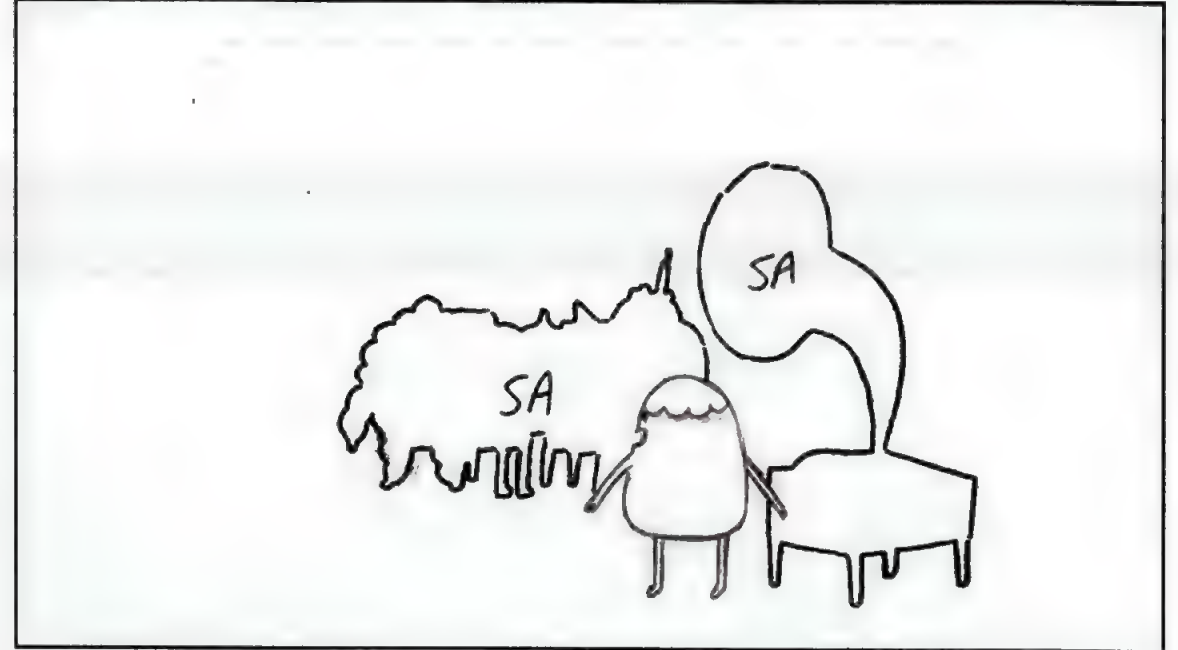
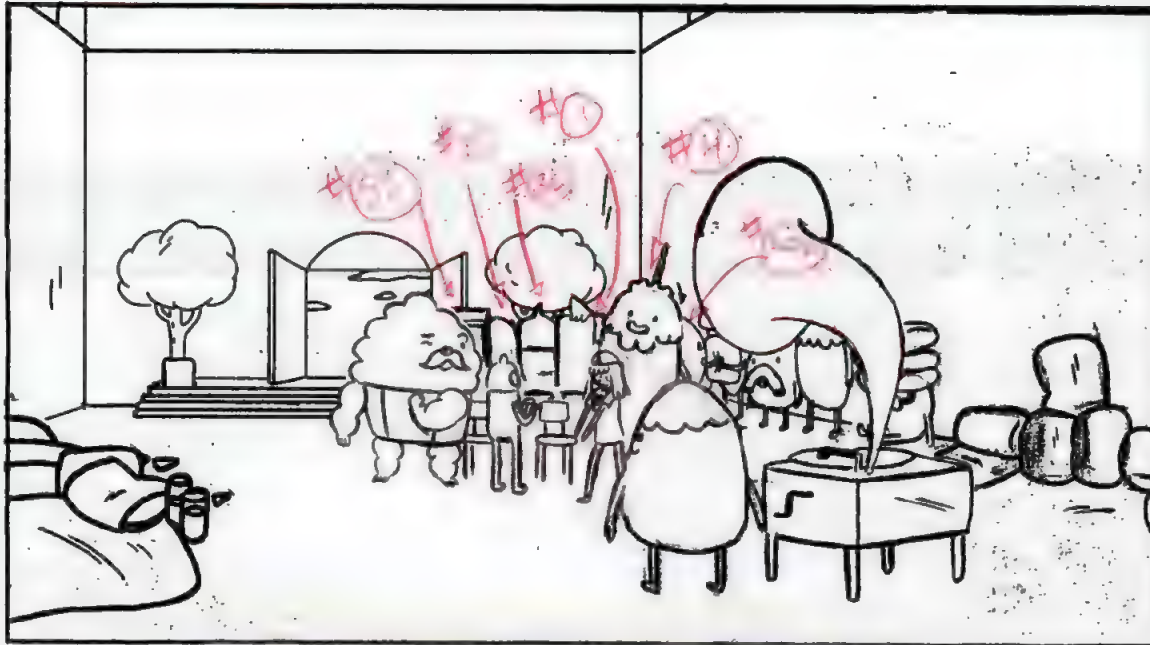
Bg.

day night

Sc. 33 cont Pnl. B

Bg.

Page 36  
NO PG 37  
day night



Dialog:

Chet: Time is up!!

Action:

Timing:

JUN 30 2014

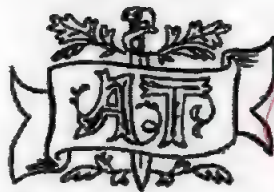
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EPISODE #  
1025/189

Production :

1025/189

# ADVENTURE TIME

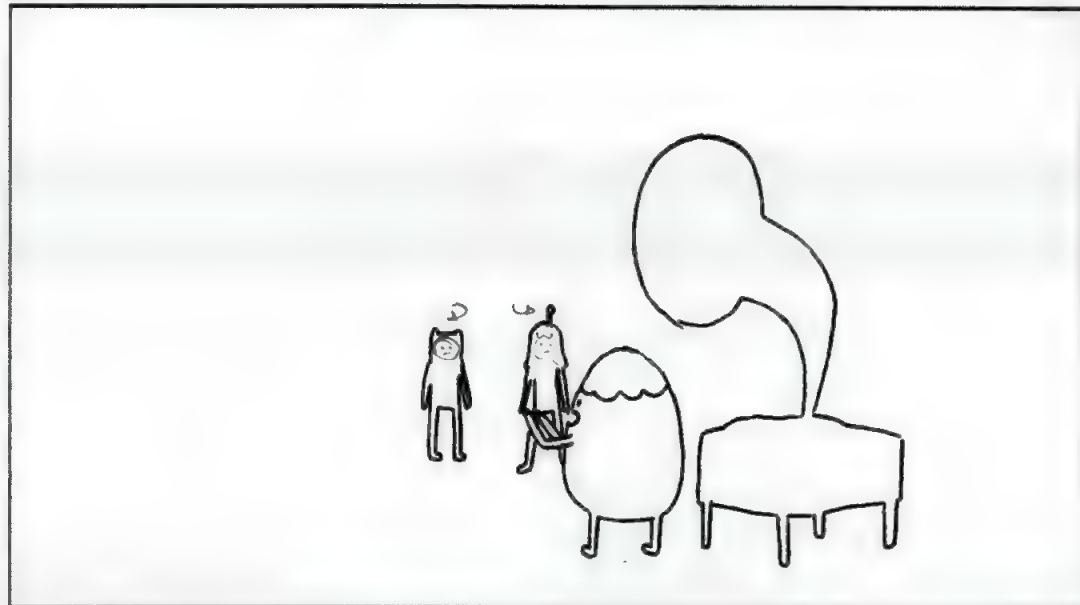


Page 38

Sc. 33 CONT Pnl C

Bg.

day night

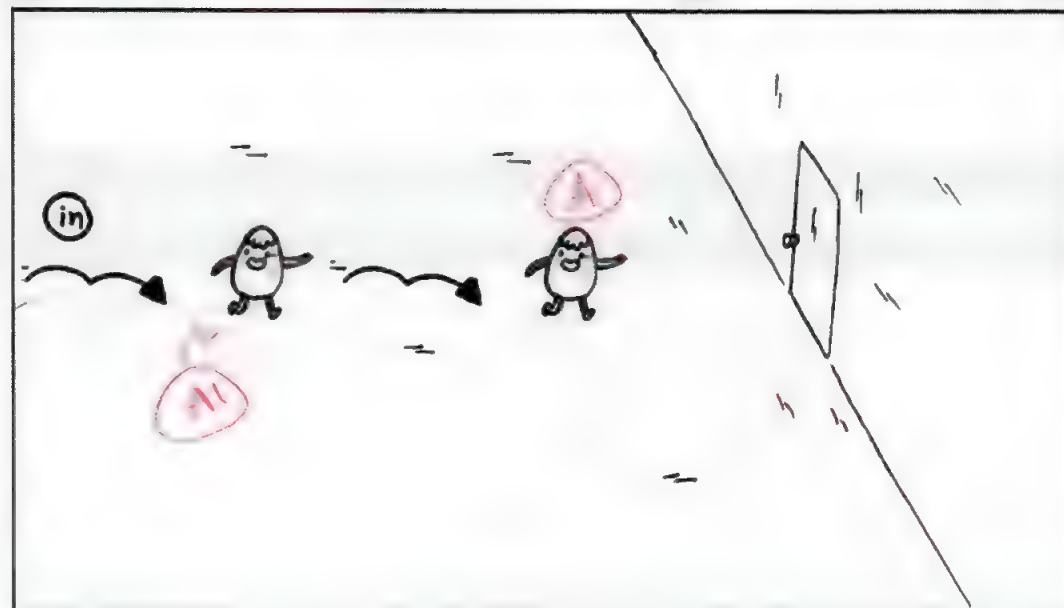


Sc. 34

Pnl. A

Bg.

day night



Dialog:

Chat: You two must NOW BE SENT  
to the closest closet to  
have heavenly thoughts.

Action:

chat pointing with 2 hands  
1st to Finn then Princess B.



-C. RUNS ON/S.

Timing:

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Production :

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# ADVENTURE TIME

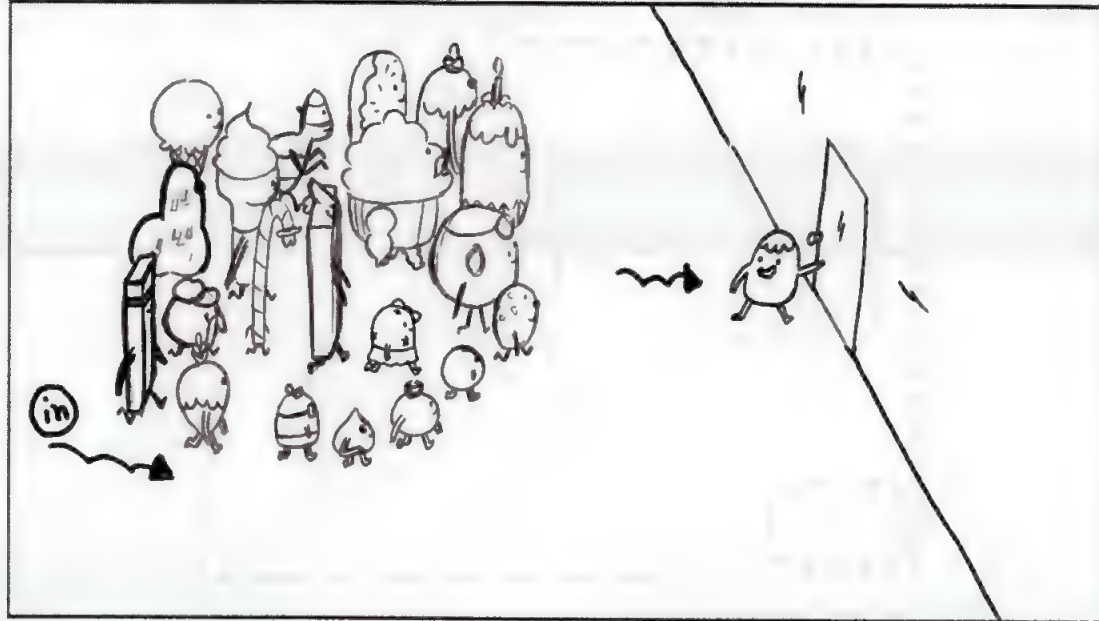


Page 39

Sc. 34 CONT Pnl. B

Bg.

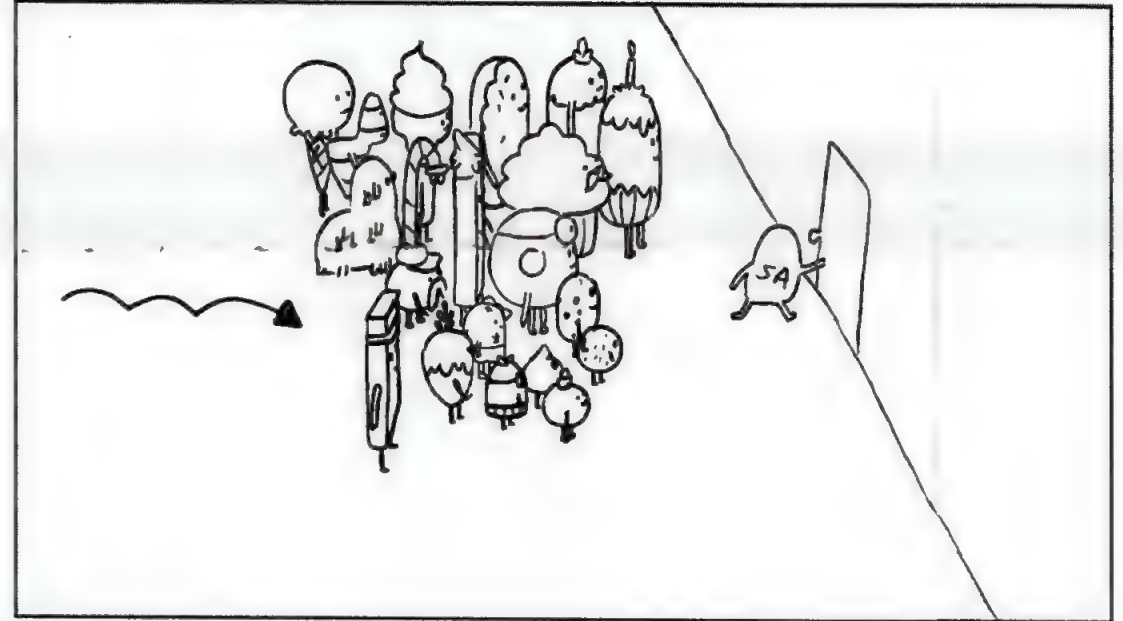
day night



Sc. 34 cont Pnl. C

Bg.

day night



Dialog:

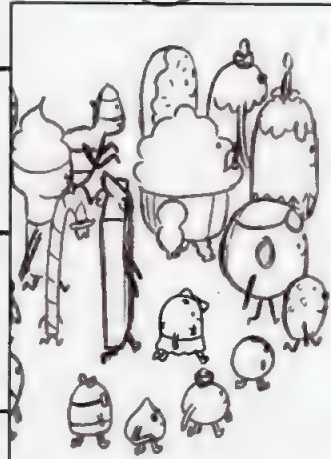
Action:

-CANDY PEOPLE FOLLOW CNGT TO CLOSET.

Timing:

TO CUTOFF

(B1)



JUN 30 2014

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1025/189

Production :

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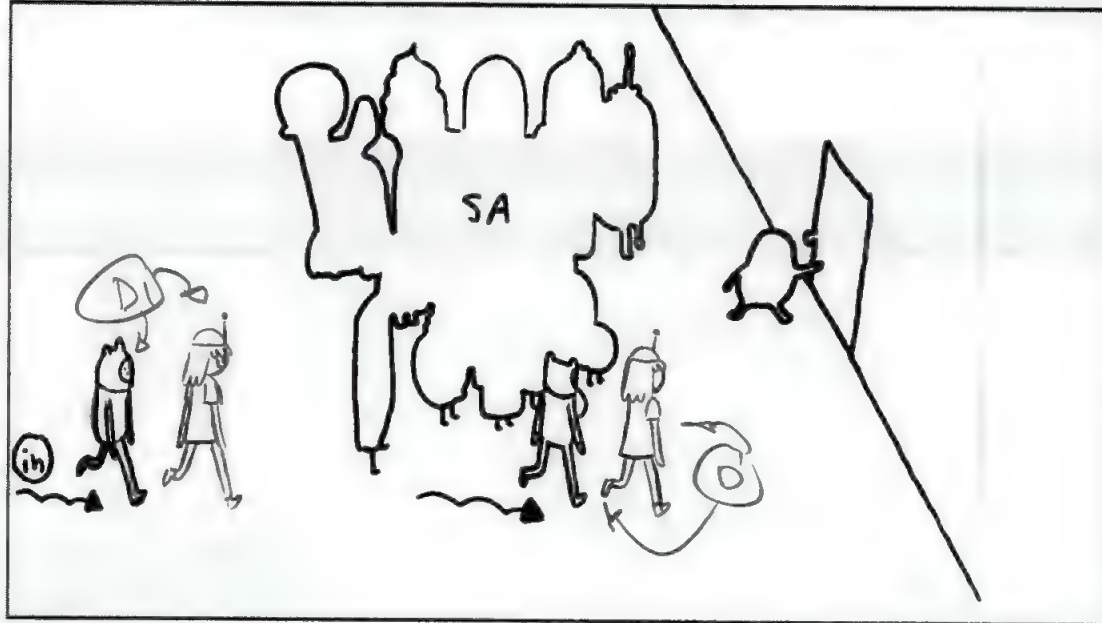
# ADVENTURE TIME



Sc. 34 CONT Pnl. 0

Bg.

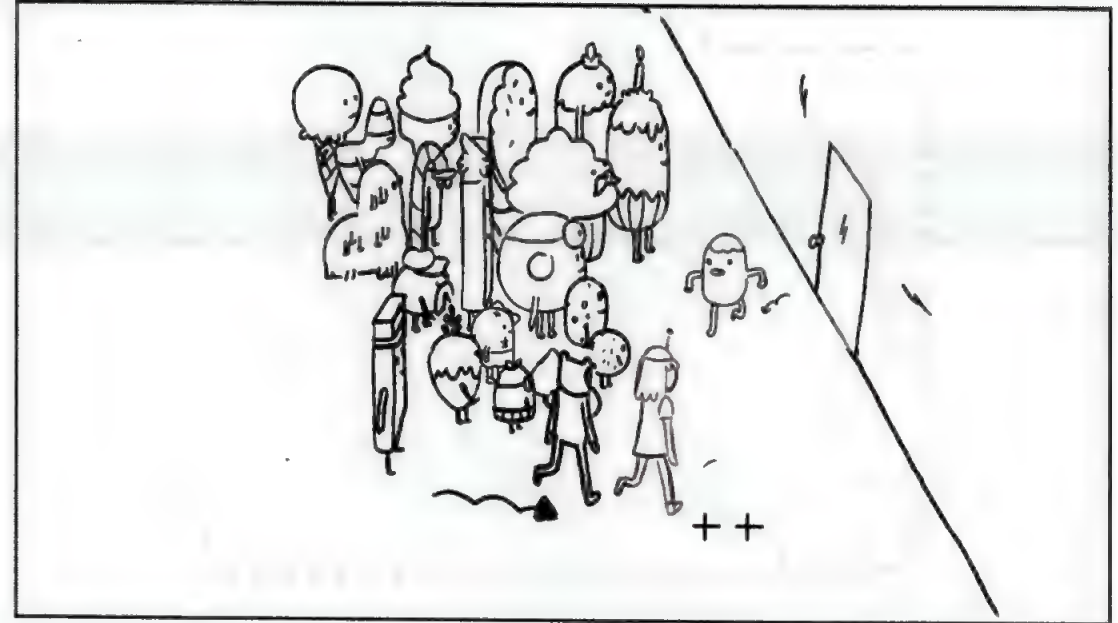
day night



Sc. 34 CONT Pnl. E

Bg.

day night



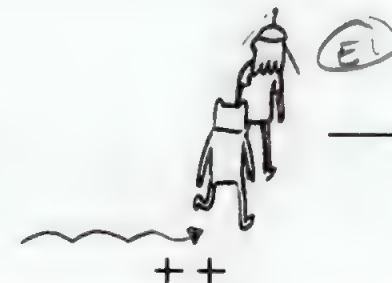
Dialog:

Action:

F+ PB WALK ON/S

Timing:

JUN 30 2014



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EPISODE #

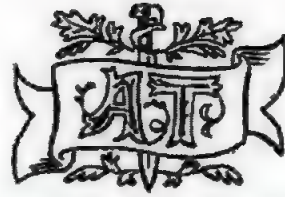
1025/189

Production :

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# ADVENTURE TIME



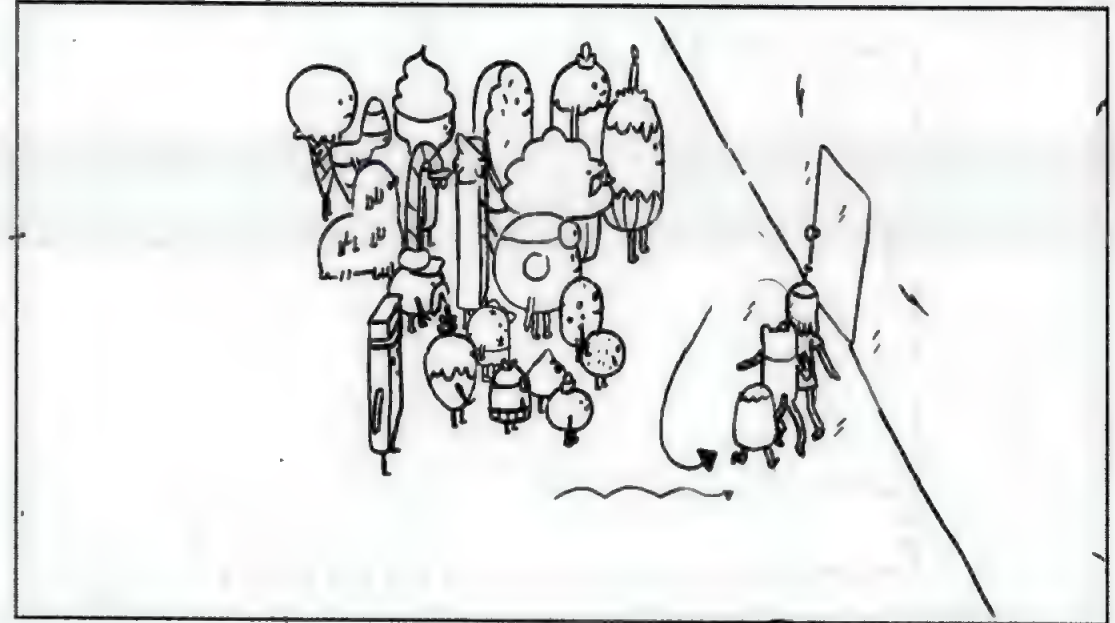
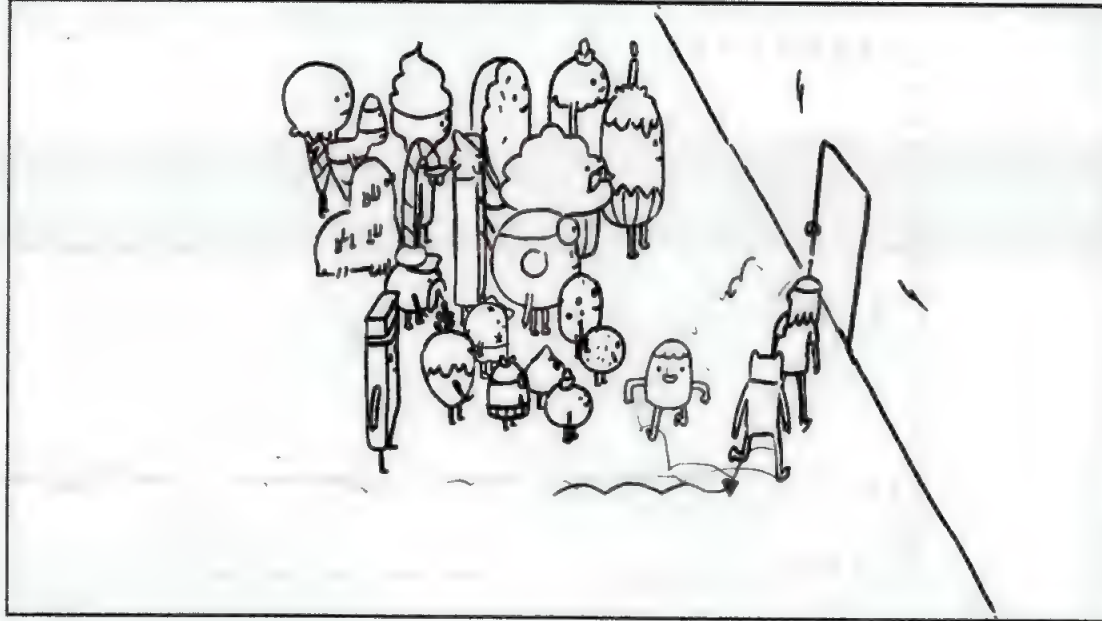
NO SC'S  
35-36

Sc. 34 *cont* Pnl. F Bg.

day night

Sc. 34 *cont* Pnl. G Bg.

Page 41  
NO PG 42  
day night



Dialog:

CHET: Move!

Action: chet pushes F+PB  
along.

Timing:



(51)

JUN 30 2014

1025-189

EPISODE #

1025/189

Production :

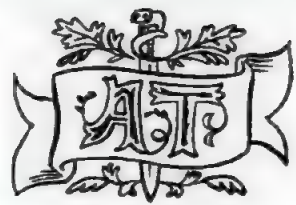
1025/189

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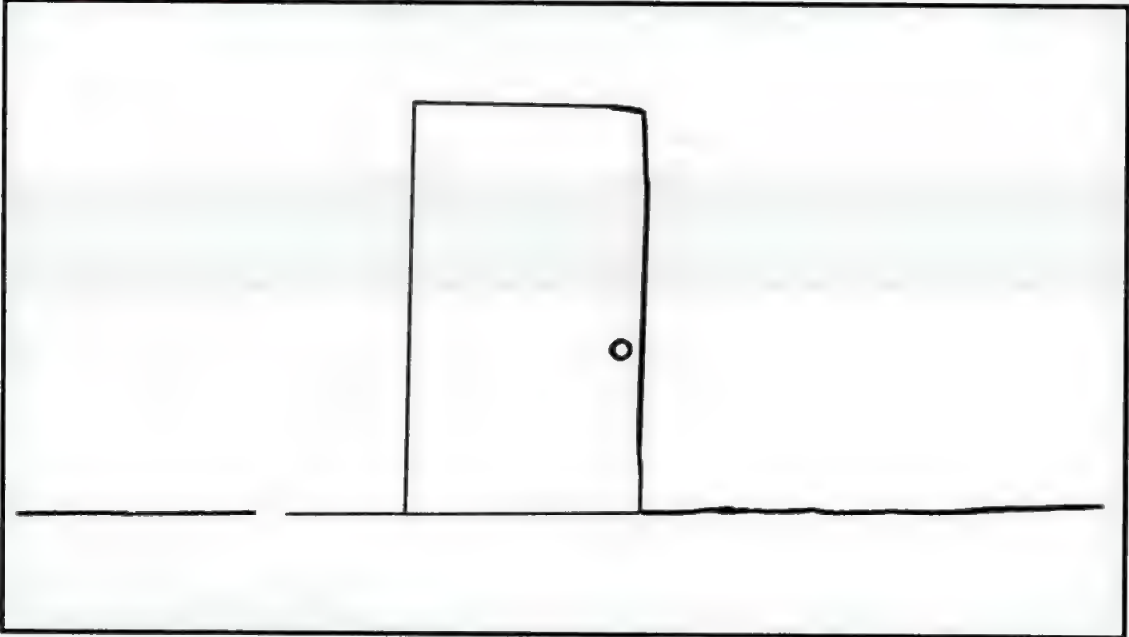
1025/189

Curt

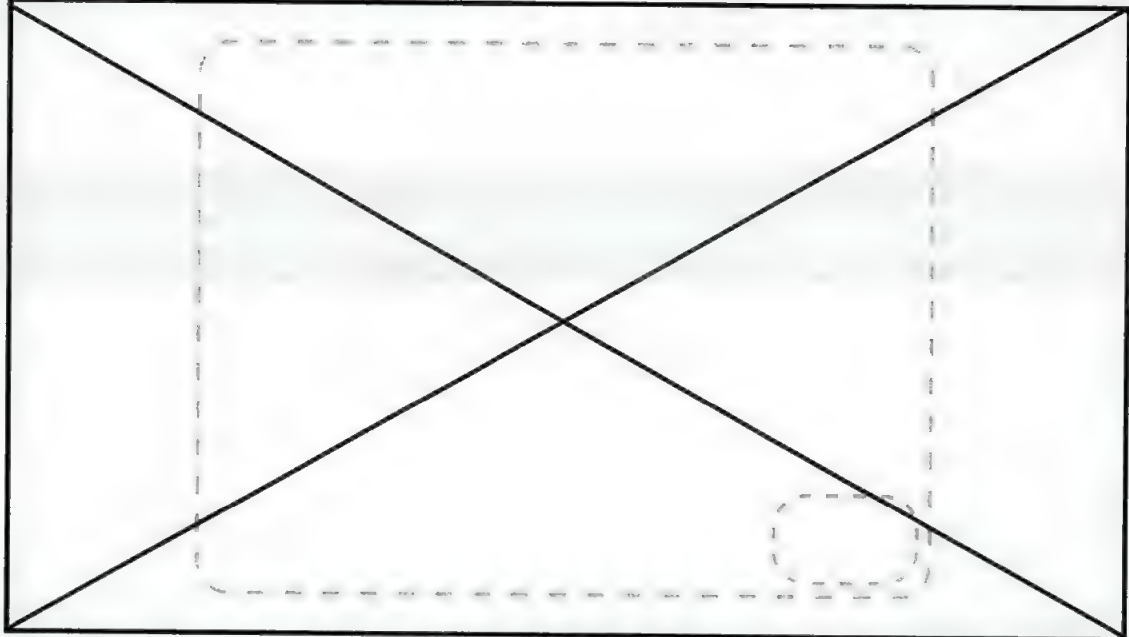
# ADVENTURE TIME




Sc. 37 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	
Timing:	

JUN 8 0 2014

EPISODE # 1025-189

1025/189

Production:

1025/189



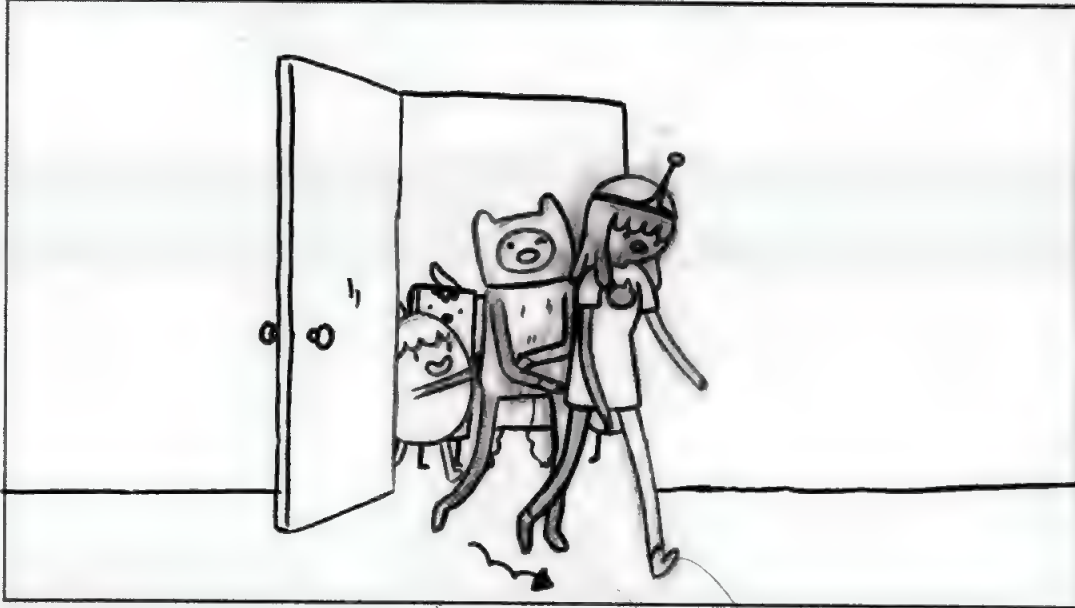
# ADVENTURE TIME



Sc. *37 cont* Pnl. B

Bg.

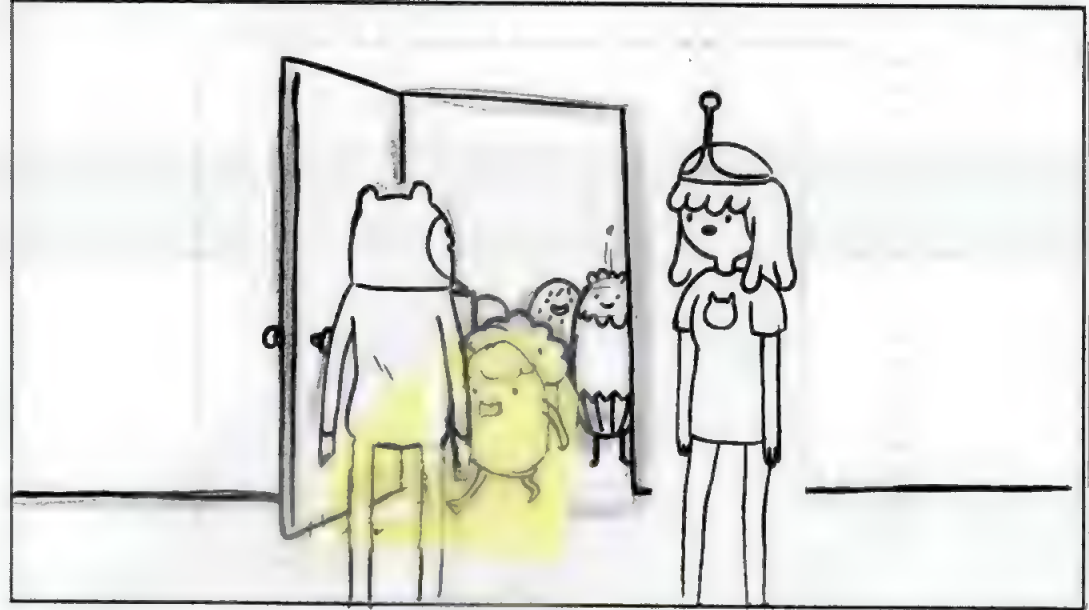
day night



Sc. *37 cont* Pnl. C

Bg.

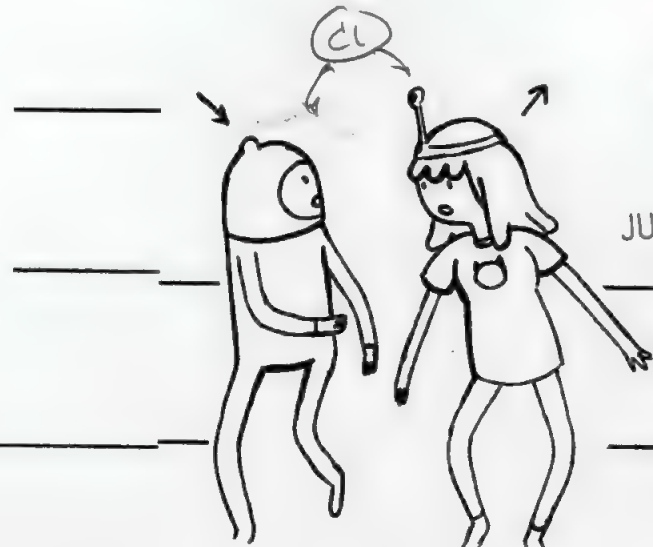
day night



Dialog:

Action:

Timing:



JUN 30 2014

# ADVENTURE TIME

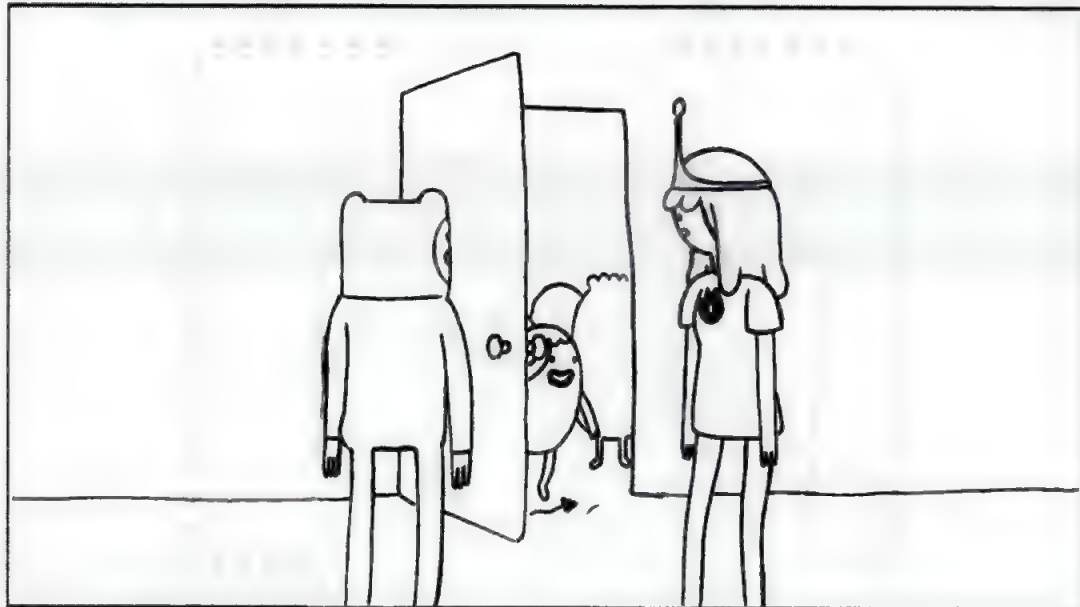


Page 45

Sc. 37 CONT Pnl. D

Bg.

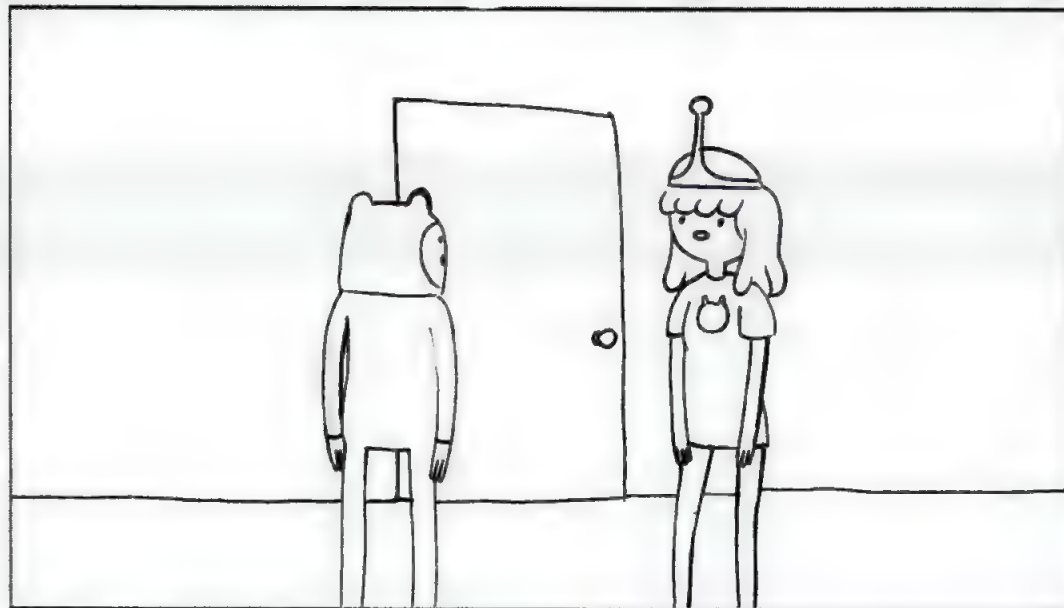
day night



Sc. 37 CONT Pnl. E

Bg.

day night



Dialog: Chet: Heavenly thoughts...

SFX: \* SHUT \*

Action:

Timing:



IT'S Dull to be in closet.

JUN 3 0 2014

Production :

EPISODE # 1025-189

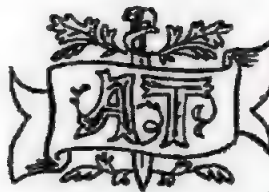
1025/189

1025/189

1025/189

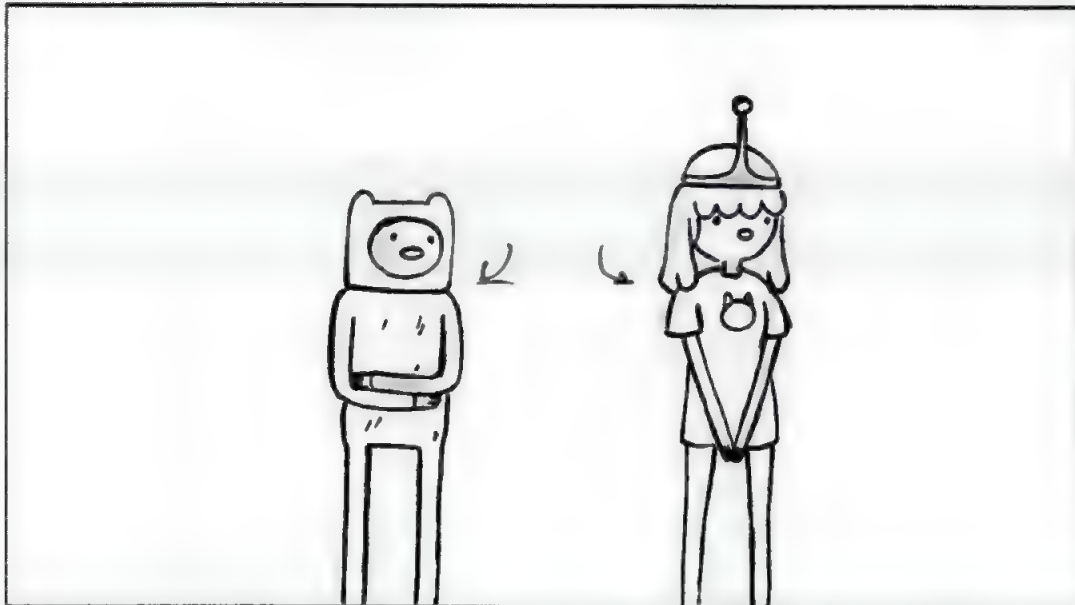


# ADVENTURE TIME

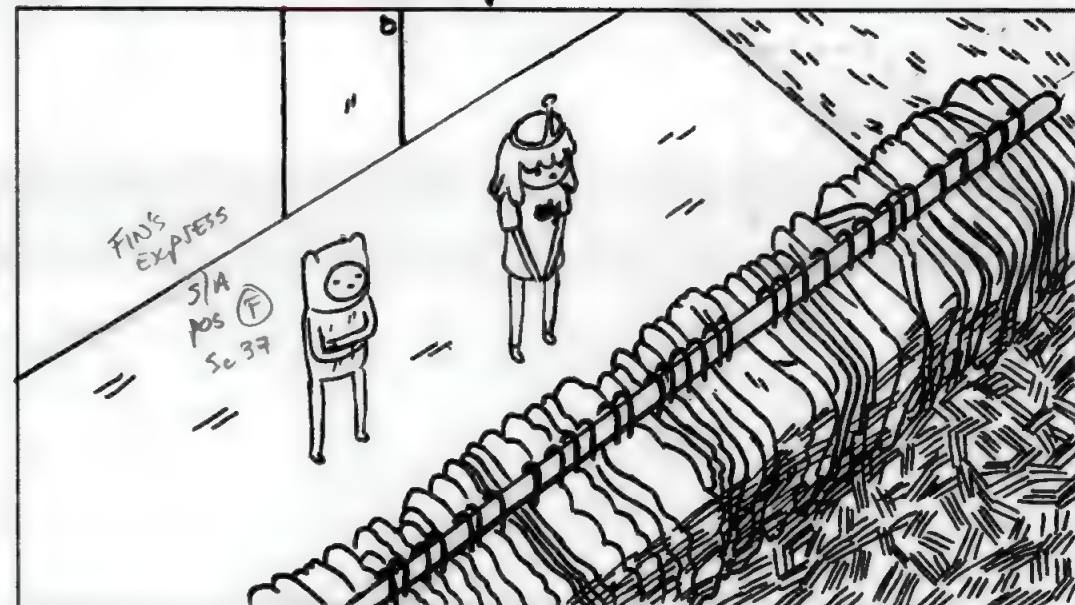


Page **46**

Sc. **37 CONT** Pnl. **F.** Bg. day night



Sc. **38** Pnl. **A** Bg. day night



Dialog:	
Action:	- F + PB TURN. - ROWS OF COATS.
Timing:	

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1025-189

EPISODE #

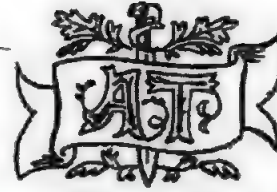
1025/189

Production :

1025/189

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# ADVENTURE TIME

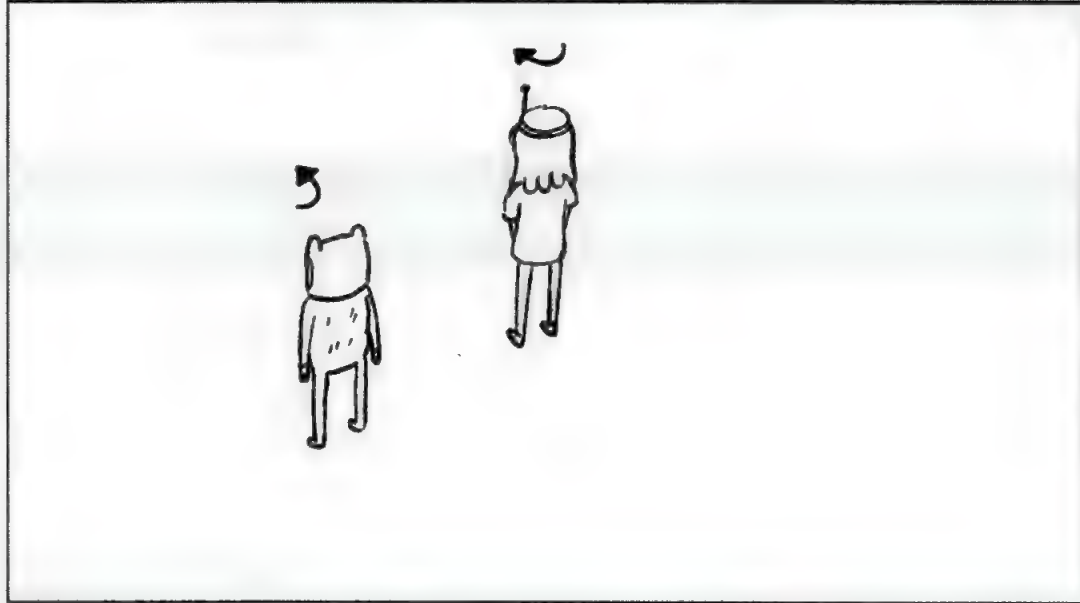


Page 47  
day night

Sc. 38 cont Pnl. B

Bg.

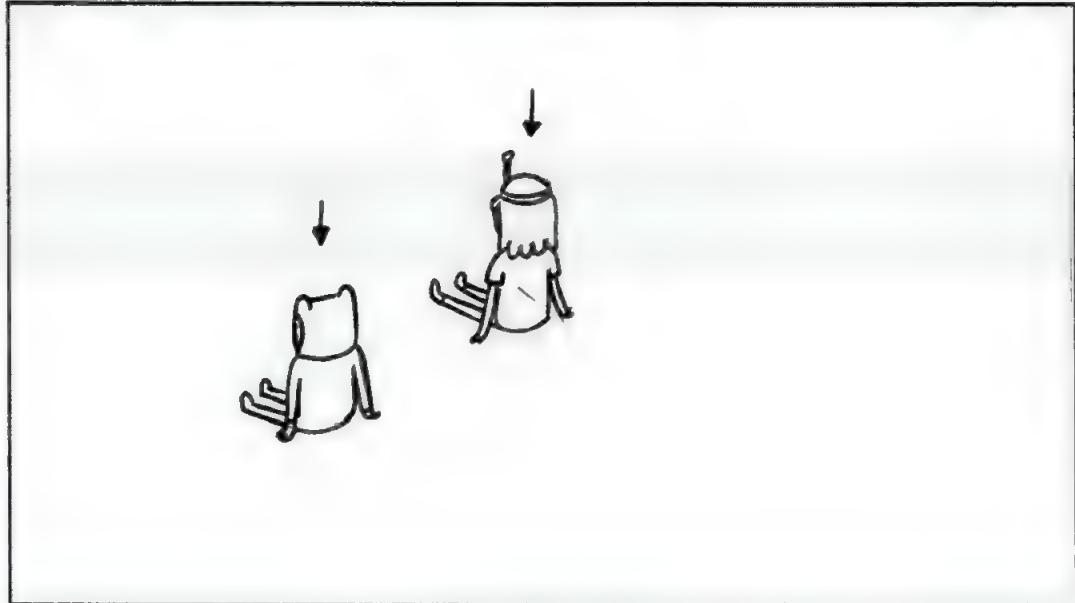
day night



Sc. 38 cont Pnl. C

Bg.

day night



Dialog:

Action:

- F + PB TURN AGAIN

Timing:



- F + PB SIT,

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EPISODE # 1025-189

1025/189

Production :

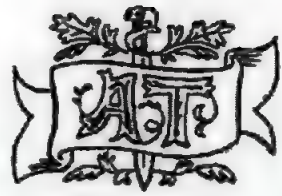
1025/189

1025/189



Handwritten: Hu Cut

# ADVENTURE TIME



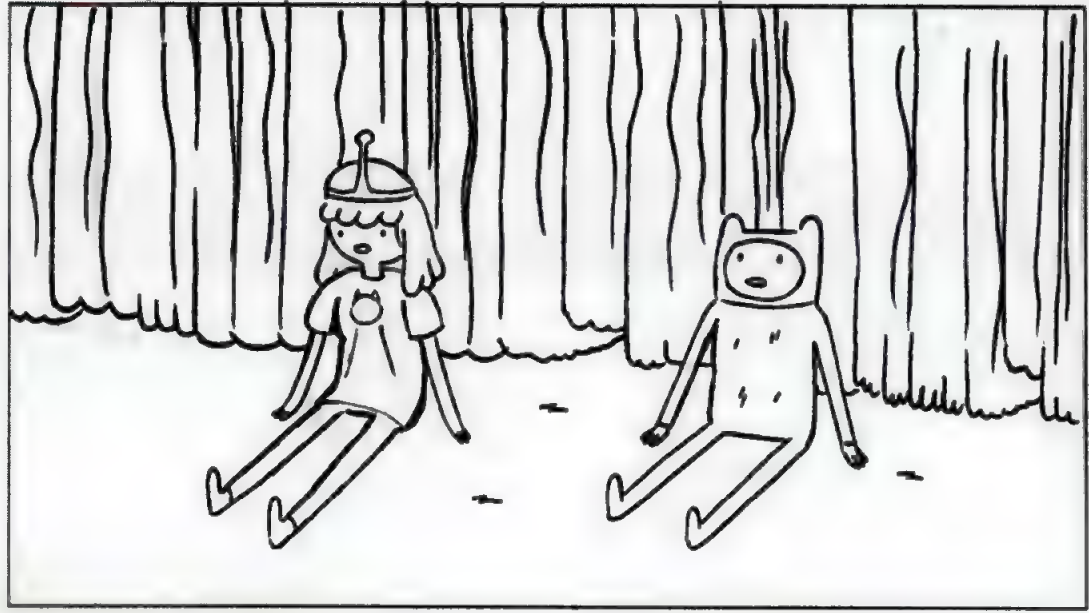
Handwritten: Hu Cut

Sc. 39

Pnl. A

Bg.

day night

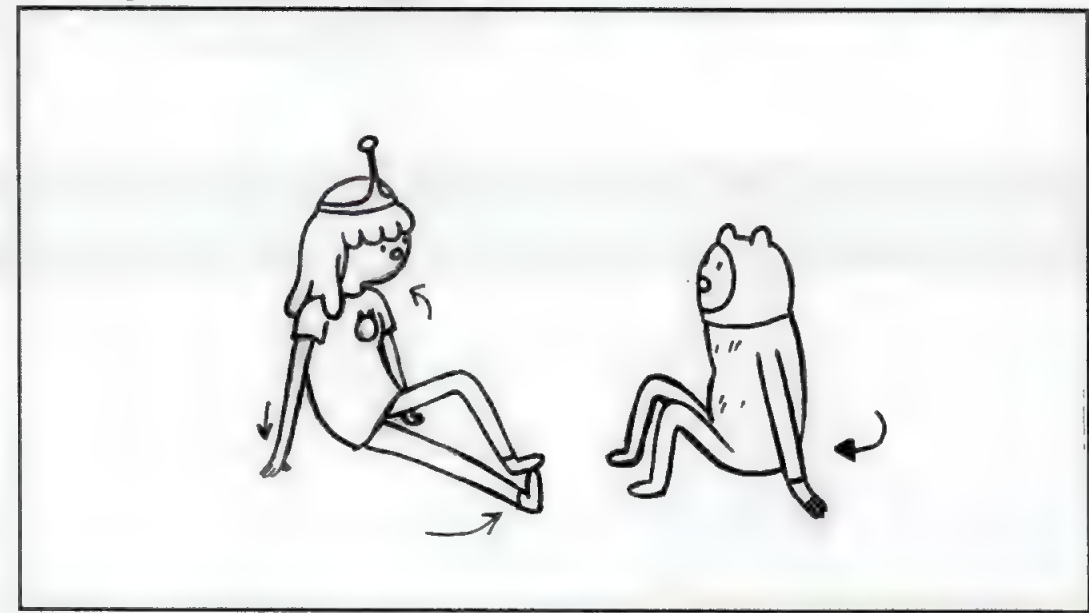


Sc. 39 CONT

Pnl. B

Bg.

day night



Dialog:

F: Hey PB.

PB: Hey Finn

- F+PB TURN TOWARDS EACH OTHER

- TURN IN ONE CONTINUOUS MOTION BETWEEN PNLS A & B



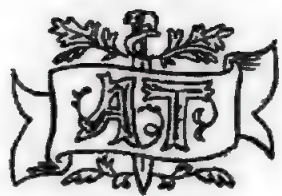
1025-189

EPISODE #

1025/189

HW  
Cust

# ADVENTURE TIME



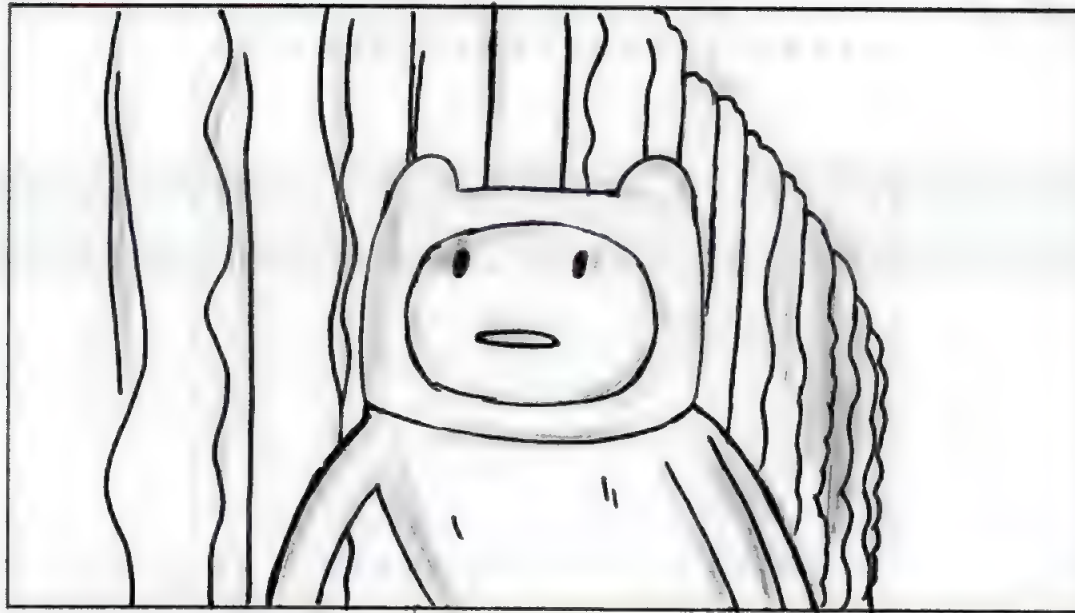
Page 49

Sc. 40

Pnl. A

Bg.

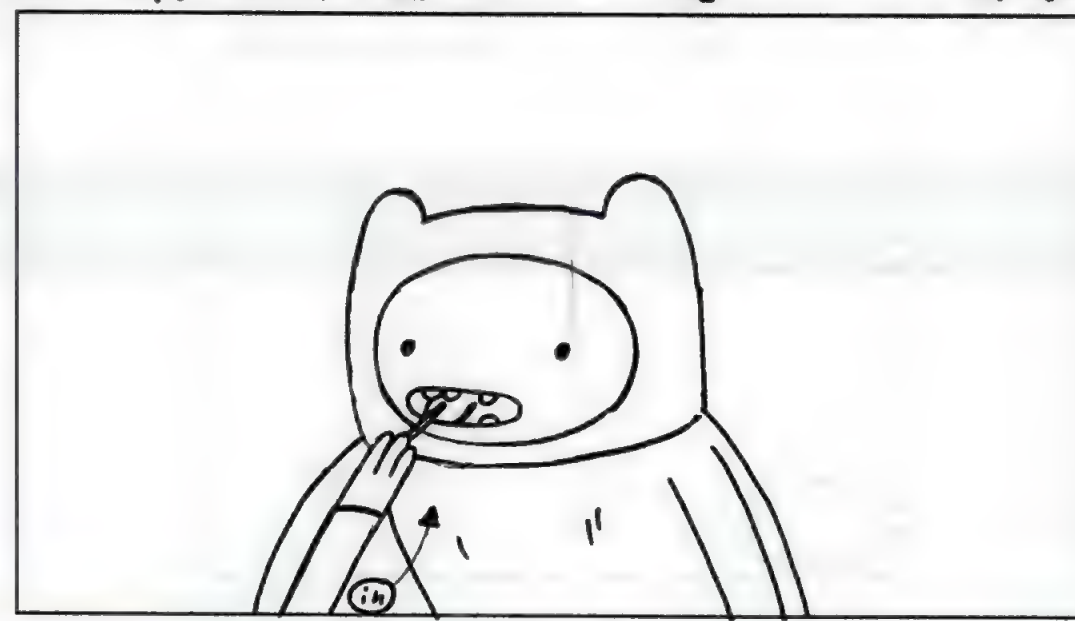
day night



Sc. 40 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



-F. PUTS TOOTH PICK IN MOUTH

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Production :

1025/189

1025/189

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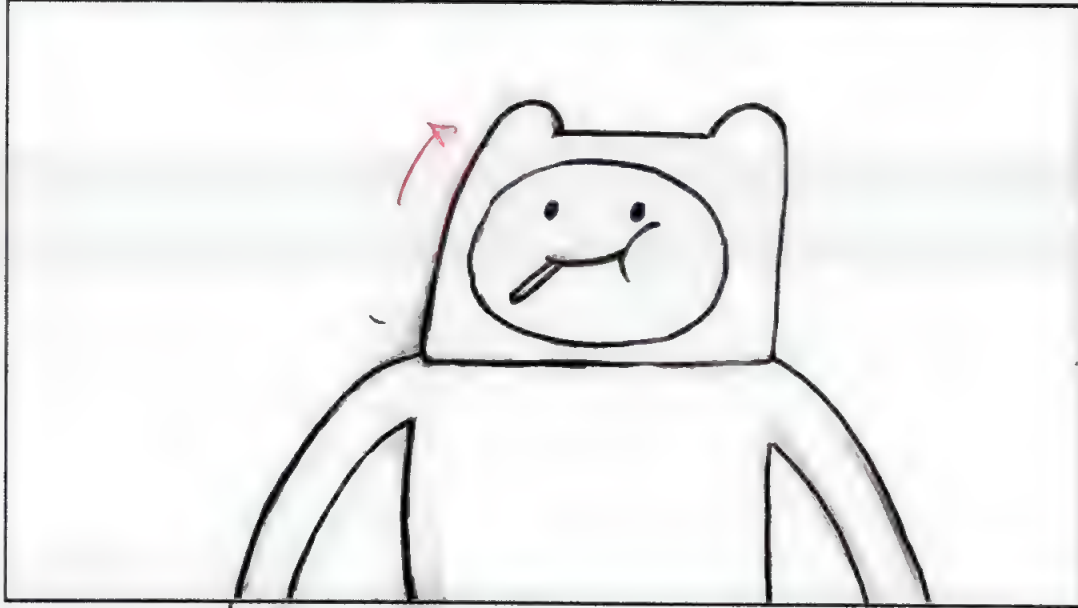


# ADVENTURE TIME



Page 50

Sc. 40 cont Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:

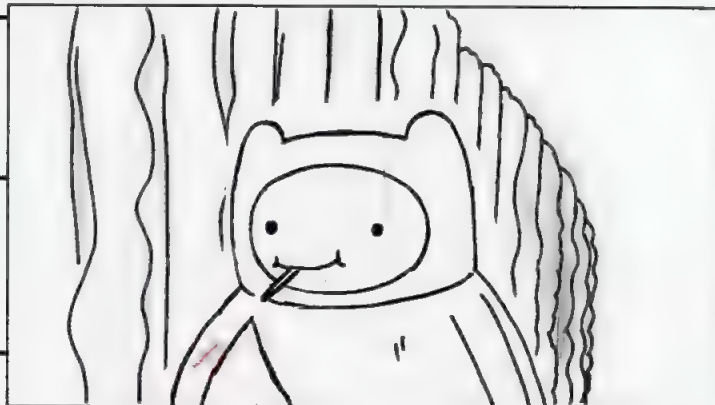
F: MM?  
[LIKE 'EH?]

(C1)

PB: Bup bup bup...

Action:

Timing:



(A1)



(A2)

JUN 30 2014

EPISODE # 1025-189

1025/189

Production :

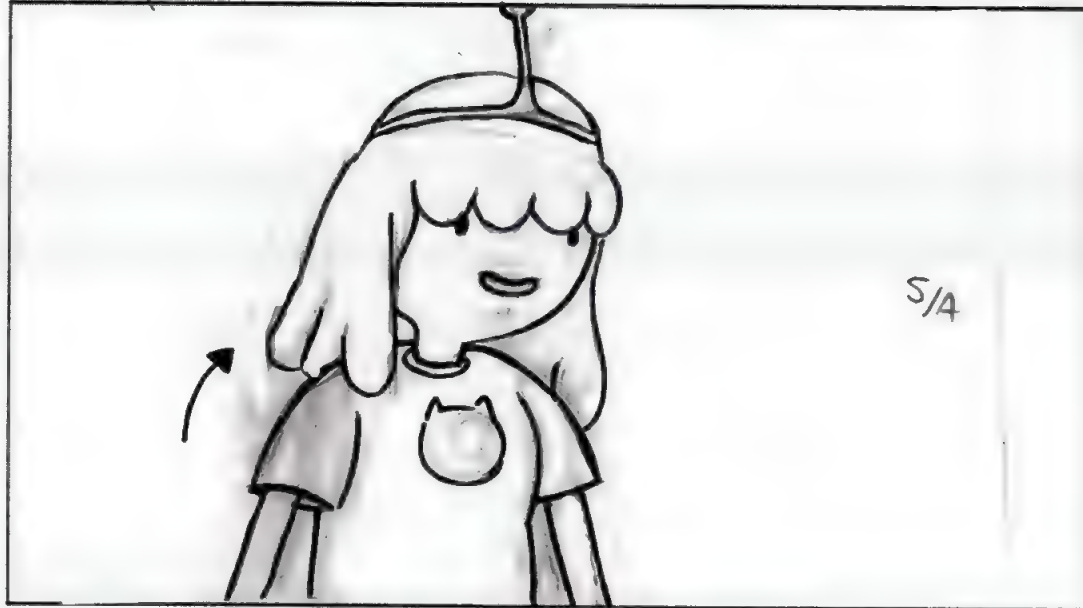
1025/189

# ADVENTURE TIME



Sc. 41 CONT Pnl. B Bg.

day night

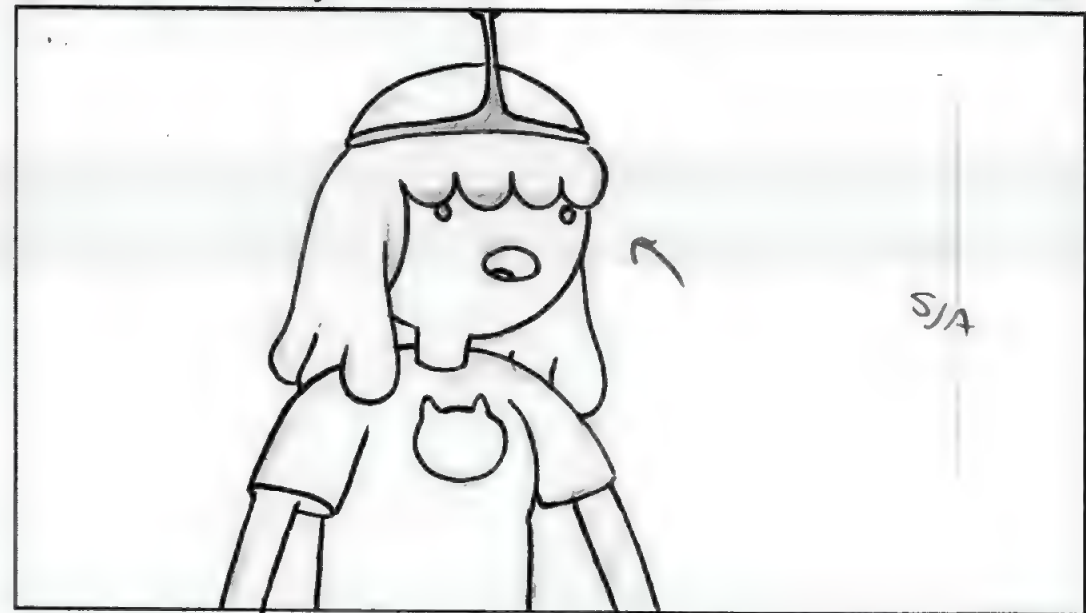


Sc. 41 CONT Pnl. C Bg.

Page 51

day night

*Cut*



Dialog:

PB Hey...

PB: You want to ditch the party and go for a walk?

Action:

JUN 30 2014

Timing:

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EPISODE #

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Production :

1025/189



Cut

# ADVENTURE TIME



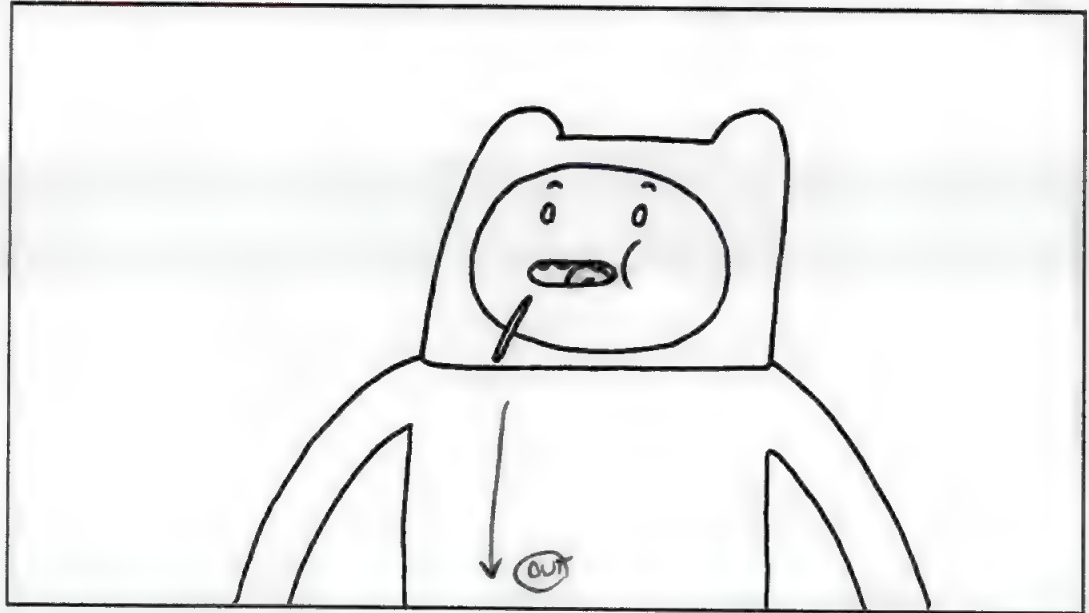
Ho Cut

Sc. 42

Pnl. A

Bg.

day night



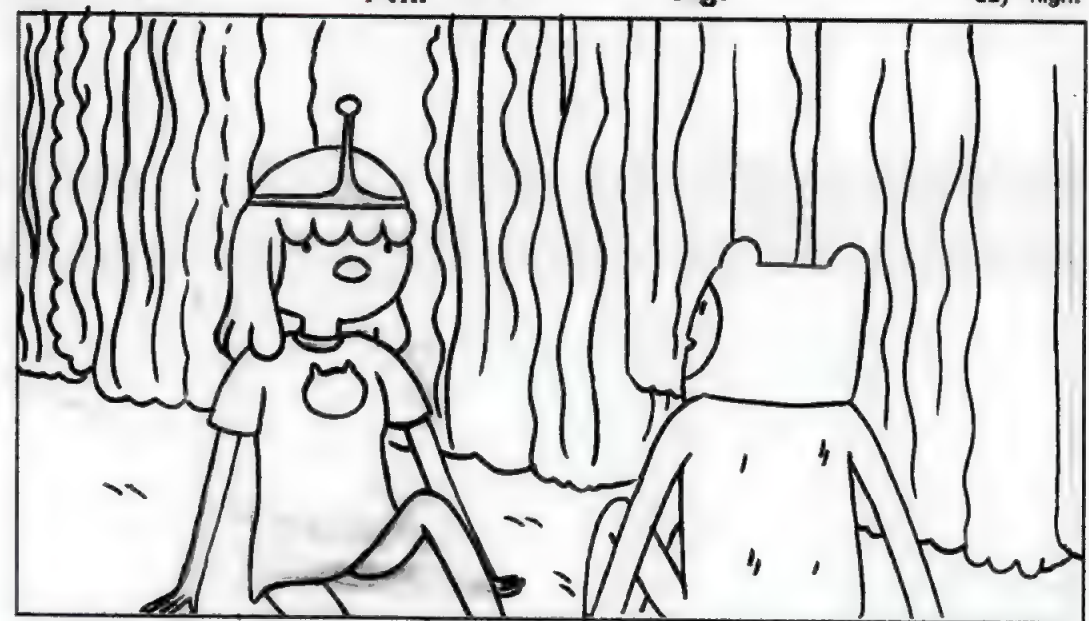
Sc. 43

Pnl. A

Bg.

day night

Page 52



Dialog:

F: Wha - really?

(AI)



PB:

Yeah, it's been a while since we just hung out, yknow.

Action:

- F. DROPS TOOTH PICK FROM MOUTH

Timing:

JUN 30 2014

Production :

EPISODE #

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1025/189

1025/189

1025/189

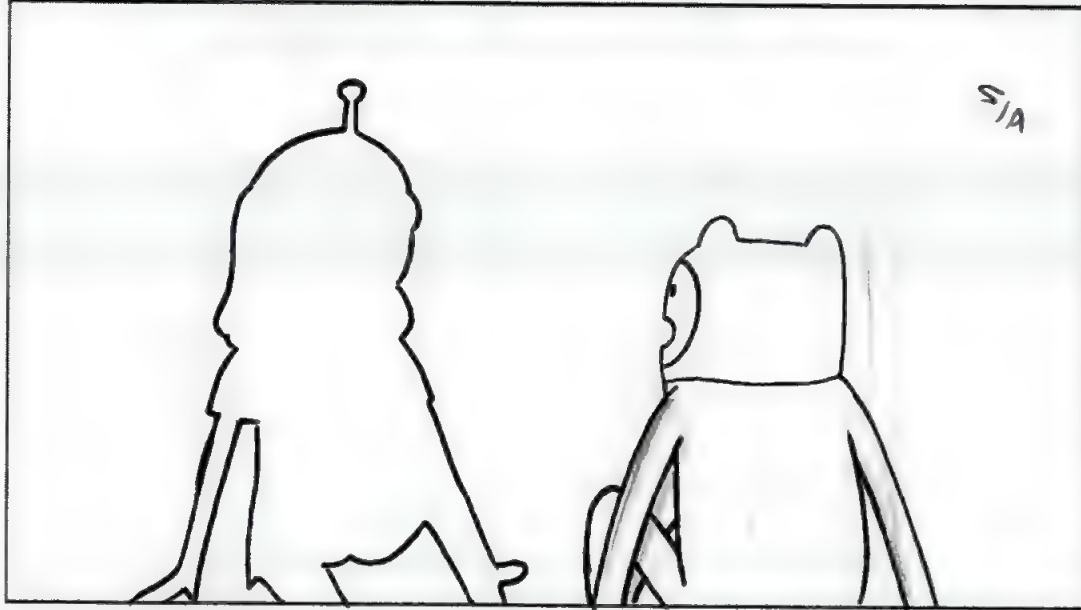
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# ADVENTURE TIME

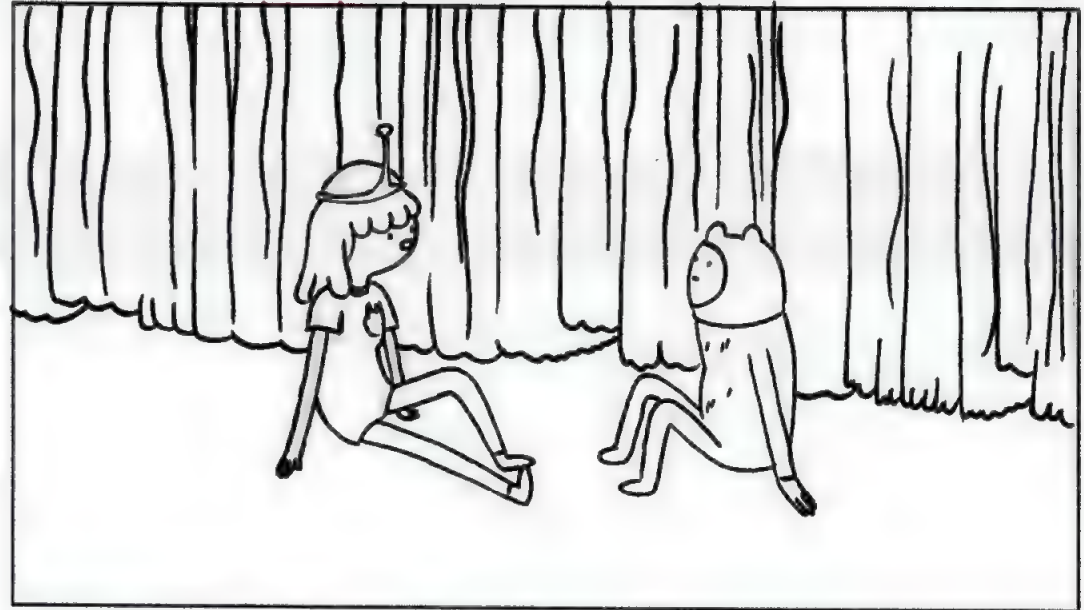


Page 53

Sc. 43 cont Pnl. B Bg. day night



Sc. 44 Pnl. A Bg. day night



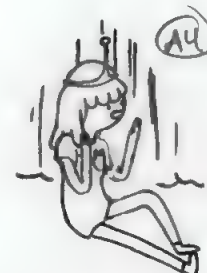
Dialog: F: What about the candy people?

PB/ Aw they should be fine. Right? For once?...

Action:

Timing:

JUN 30 2014



Production :

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EPISODE #

1025/189

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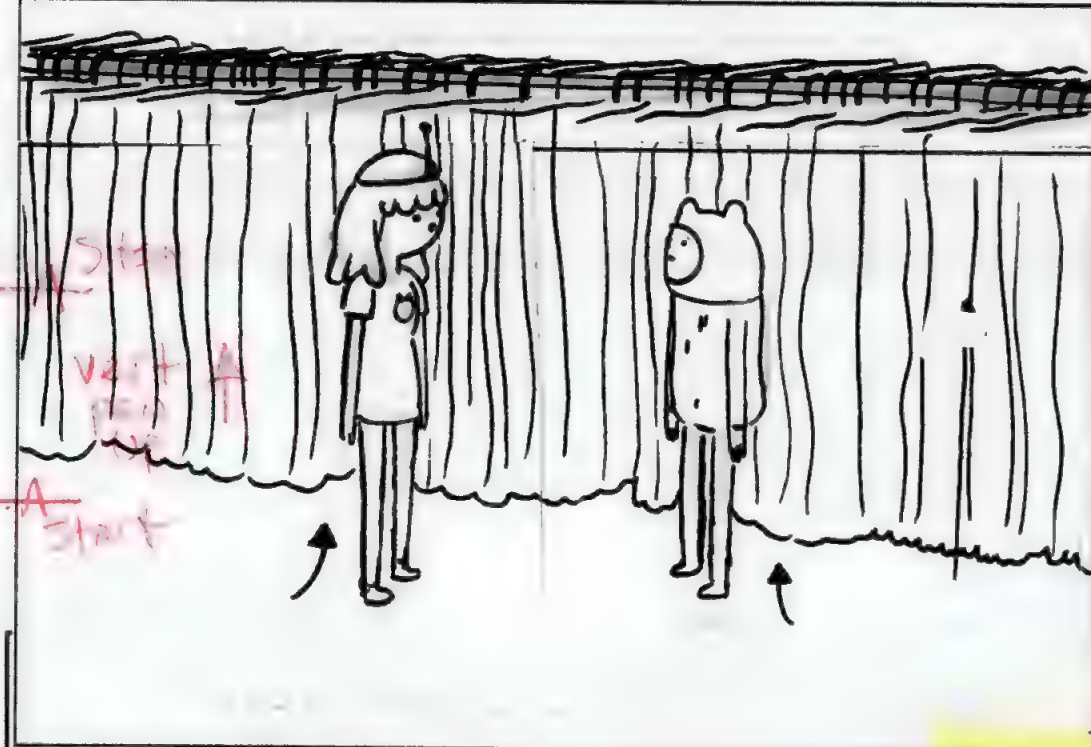


# ADVENTURE TIME



Page 54

Sc. 44 cont Pnl. B Bg. day night

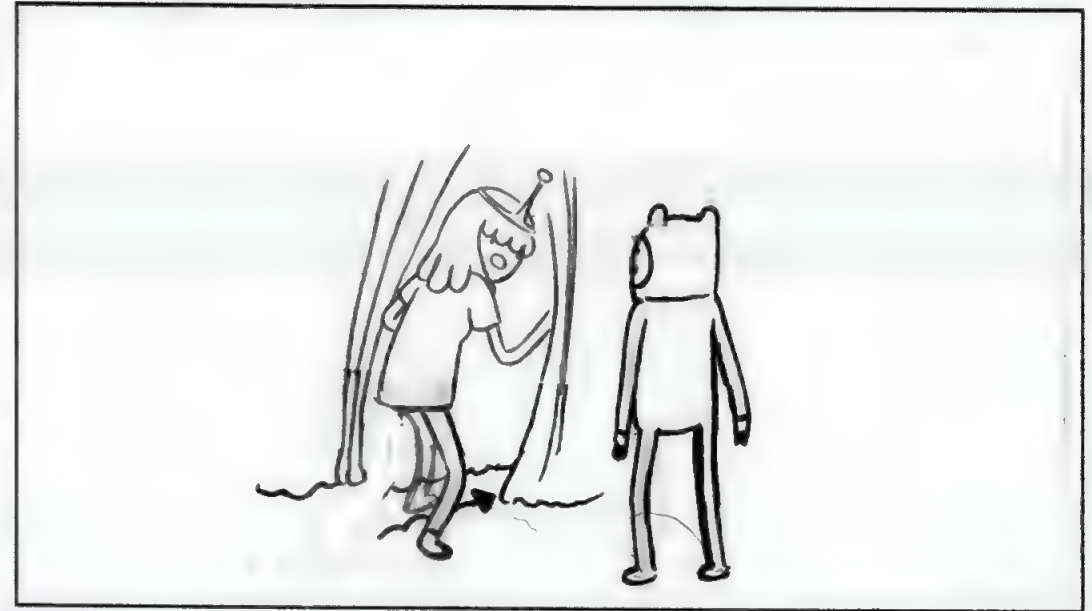


PB: Maybe they'll surprise me...  
By being fine...

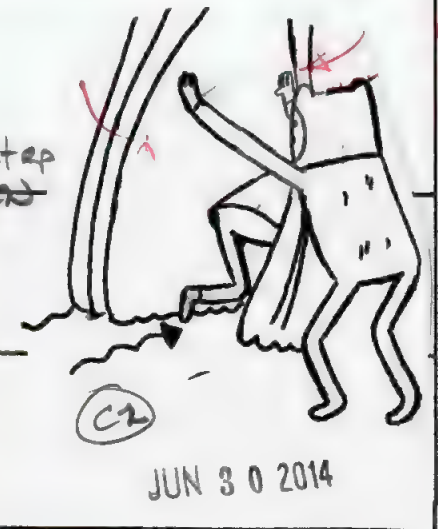
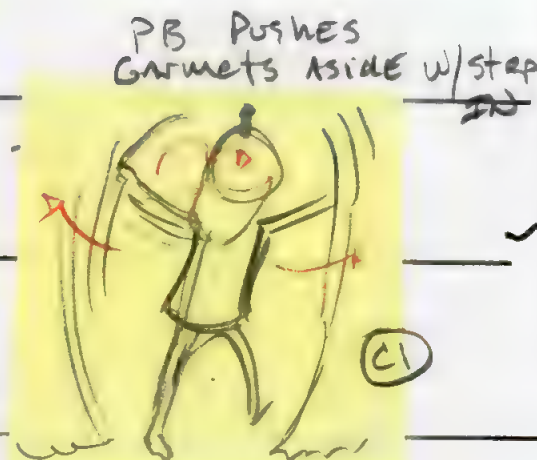
Action:

Timing:

Sc. 44 cont Pnl. C Bg. day night



PB: C'mon.



JUN 30 2014

1025-189

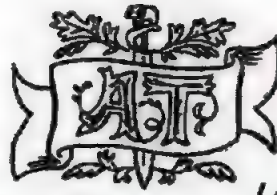
EPISODE #

1025/189

Production :

1025/189

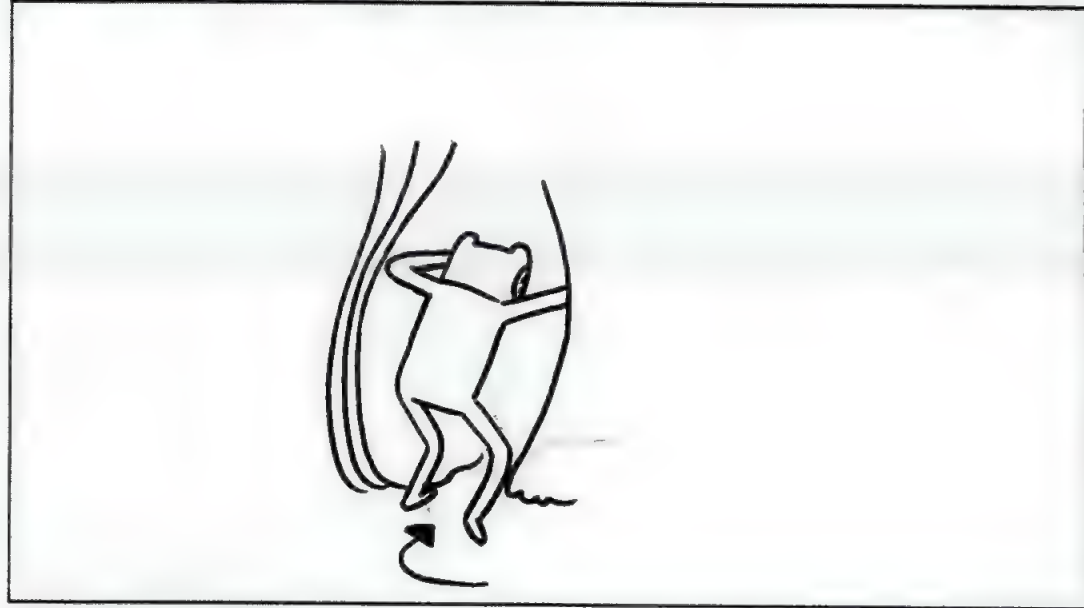
# ADVENTURE TIME



HO  
cut

Page 55

Sc. 44 CONT Pnl. D Bg.



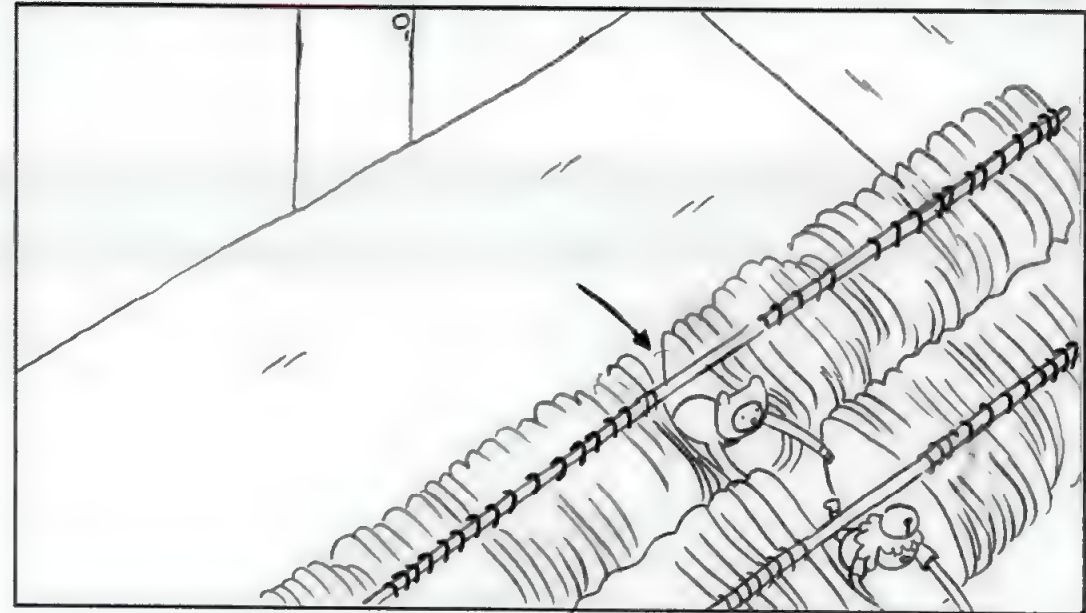
day night

Sc. 45

Pnl. A

Bg.

day night

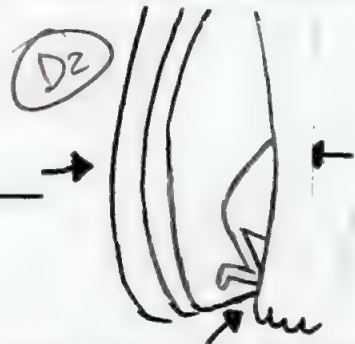


Dialog:

Action:

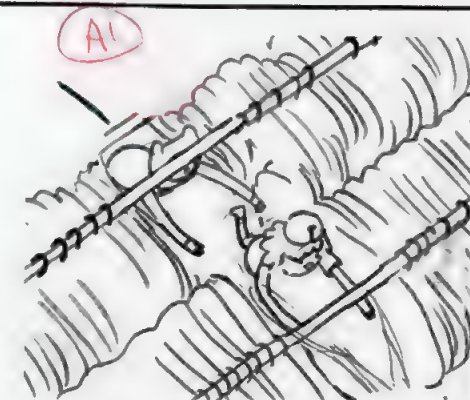
-F PUSHES THROUGH  
COATS

Timing:



Subtle as  
possible  
epic

JUN 30 2014



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Production :

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HW  
Cut

# ADVENTURE TIME



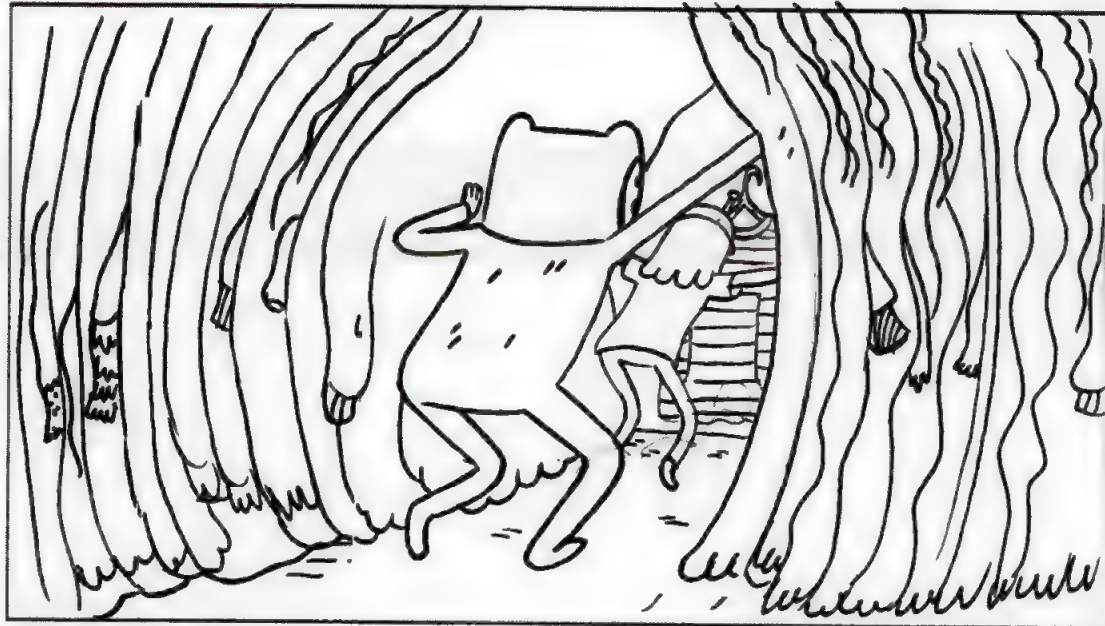
Page 56

Sc. 46

Pnl. A

Bg.

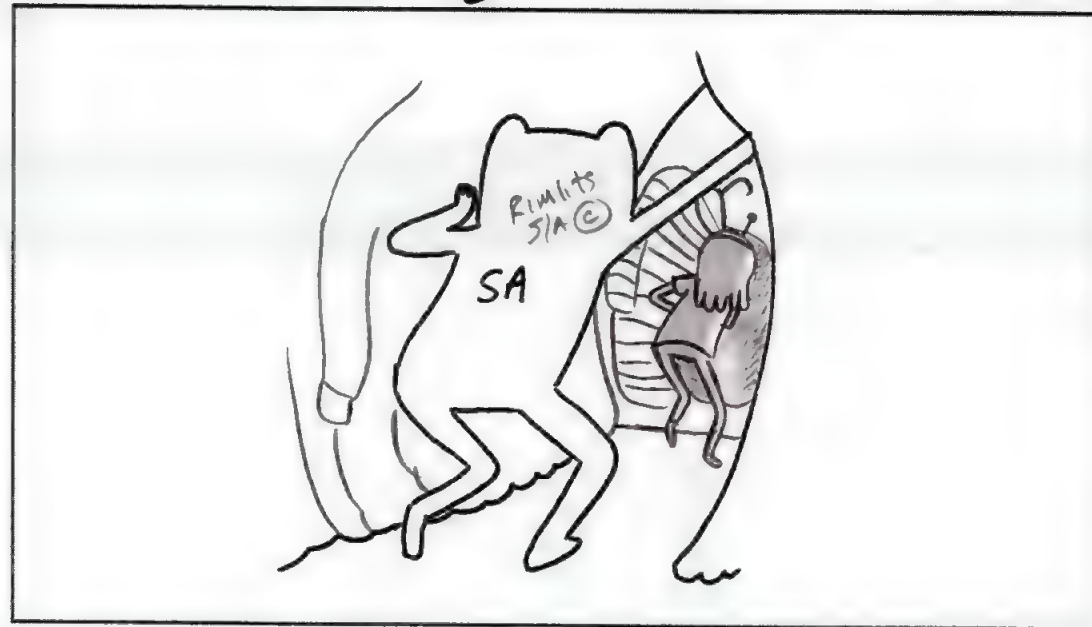
day night



Sc. 46 cont Pnl. B

Bg.

day night



Dialog:

E: WHOA!

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Action:

-PB REVEALS PASSAGE.

Timing:



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Production :

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1025/189

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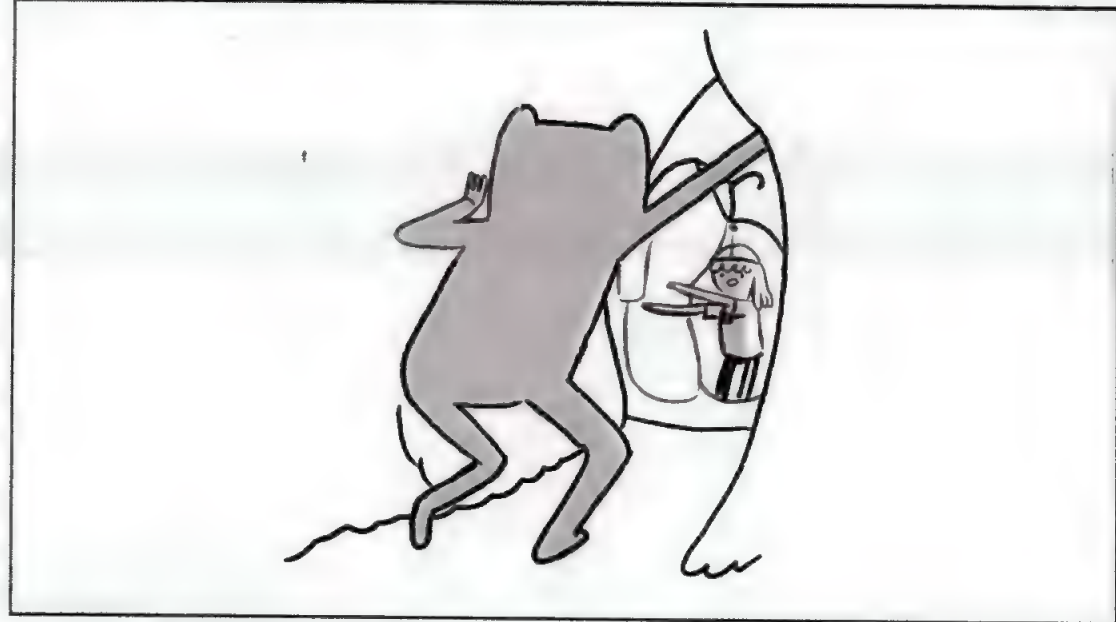
# ADVENTURE TIME



Sc. 46 *cont* Pnl. C

Bg.

day night



Sc. 46 *cont* Pnl. D

Bg.

day night



Dialog:	<u>PB:</u> secret passage.	F/ Noice.
Action:		
Timing:		

JUN 30 2014

*cut*

EPISODE #

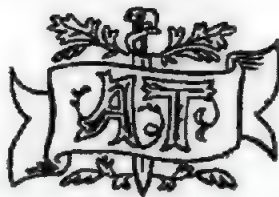
1025-189

1025/189

Production :



# ADVENTURE TIME

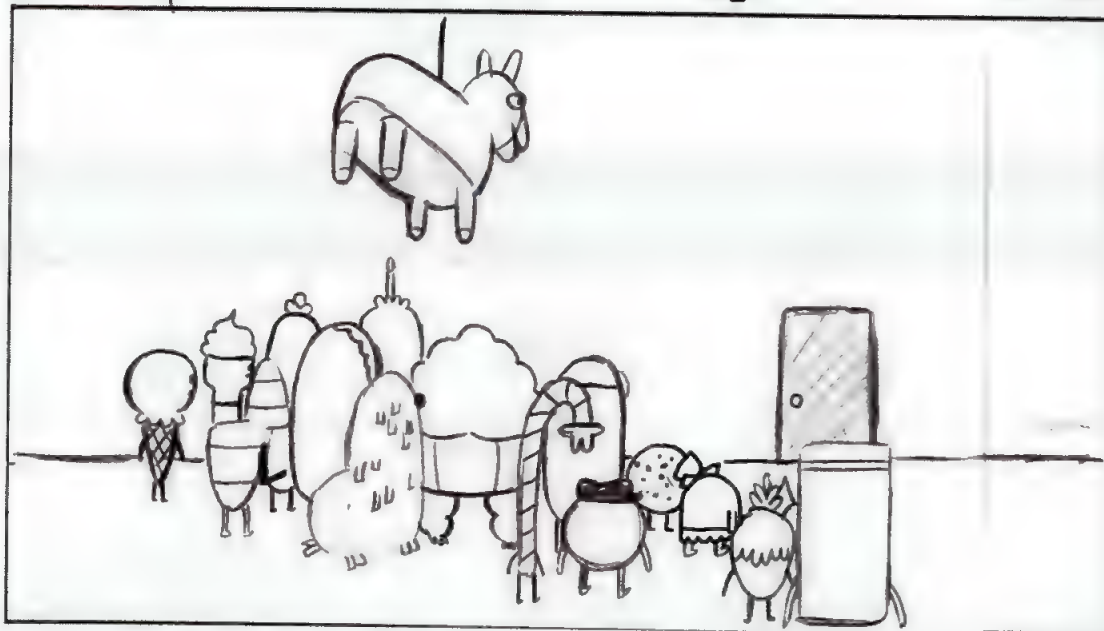


Sc. 47

Pnl. A

Bg.

day night

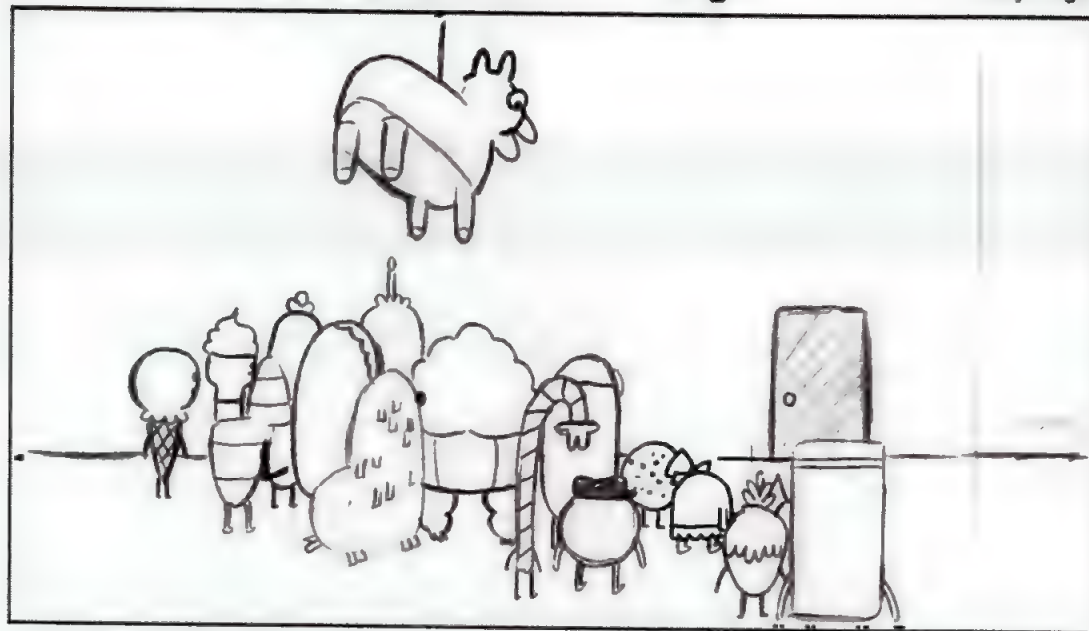


Sc. 47

cont Pnl. B

Bg.

day night



Dialog:

Manfried: BOY... It's sure quiet in there!

M:

What's going on in there, YOU THINK?

Action:

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Timing:

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EPISODE #

1025-189

1025/189

Production :

1025/189

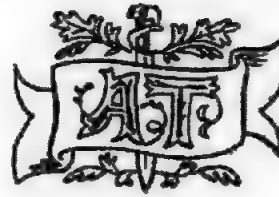
Page 58

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HW  
Curt

# ADVENTURE TIME

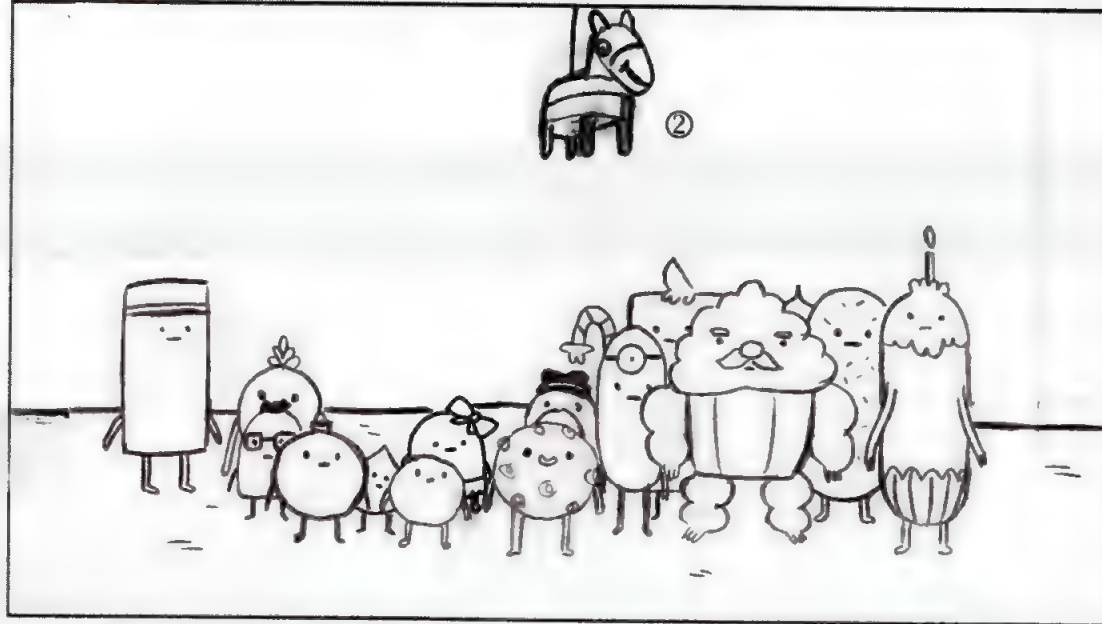


Sc. 48

Pnl. A

Bg.

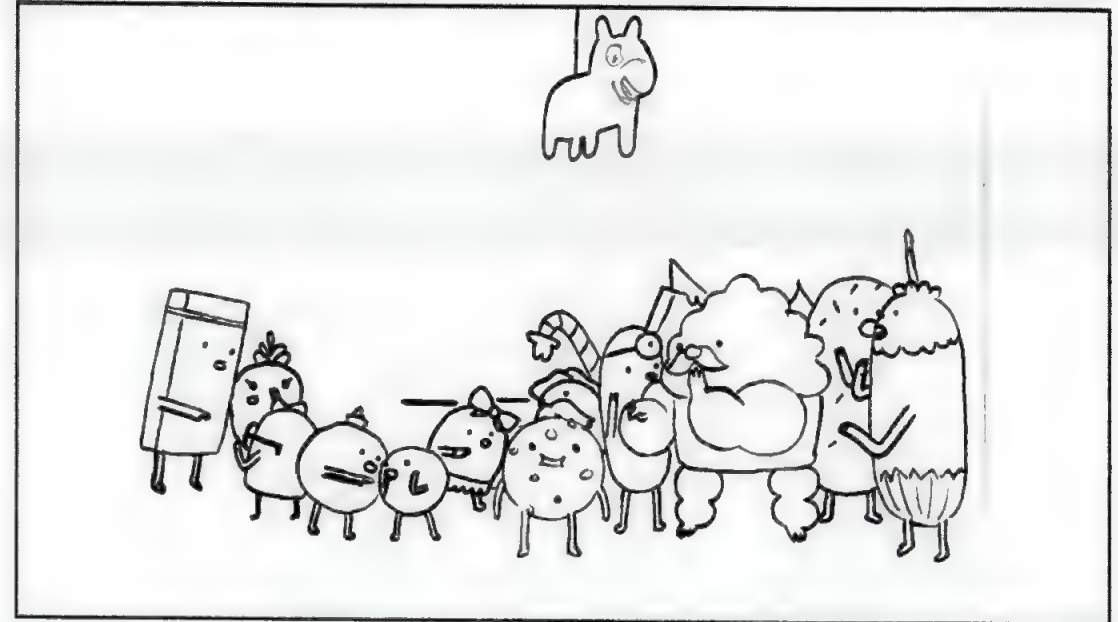
day night



Sc. 48 cont Pnl. B

Bg.

day night



Dialog: crunchy: Someone should listen at the door...

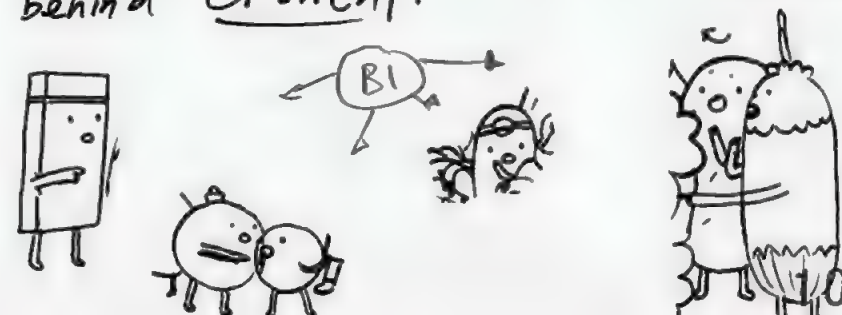
CANDY PEOPLE : [WHISPERING]

Action:

They whisper amongst each other behind Crunchy.

Timing:

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1025/189

Production :

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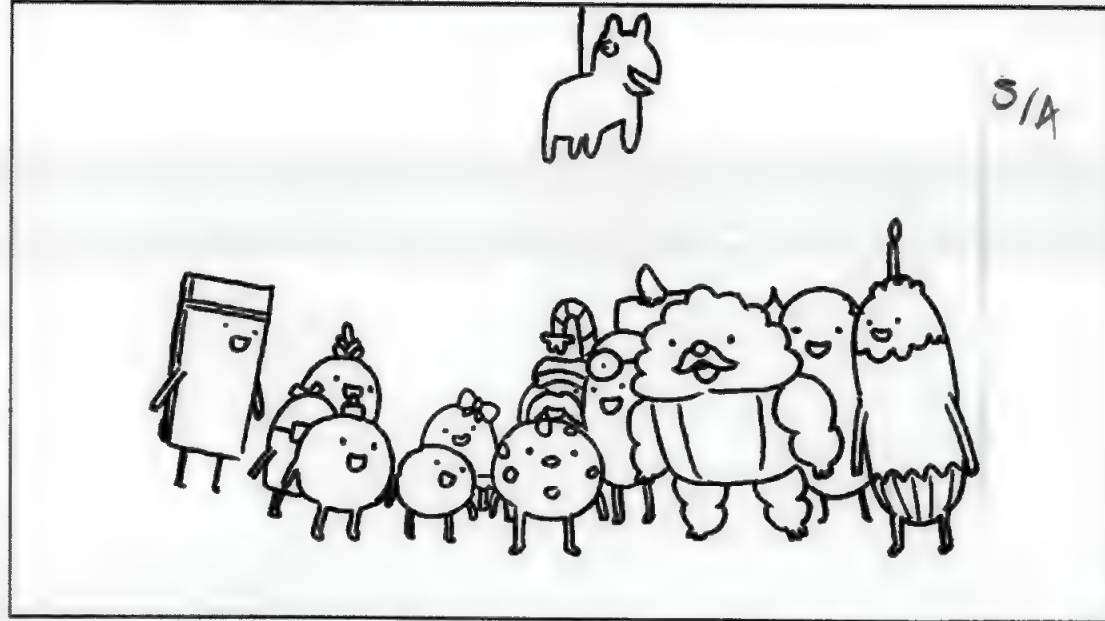
1025/189



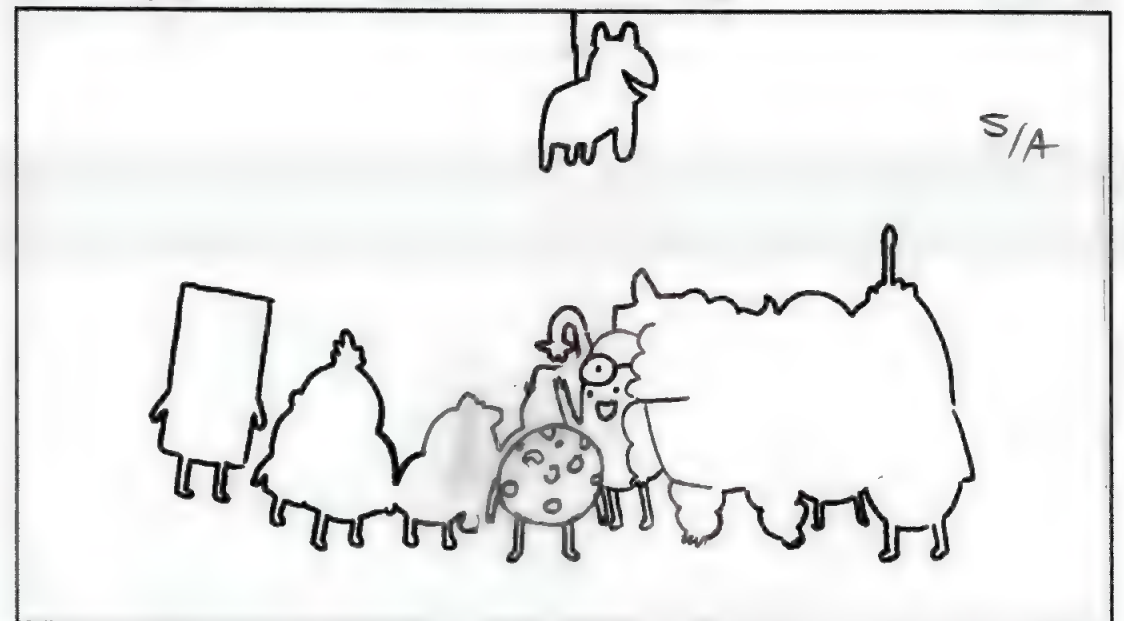
# ADVENTURE TIME



Sc. *48 cont* Pnl. *C* Bg. day night



Sc. *48 cont* Pnl. *D* Bg. day night



Dialog:

Mr. C/ We nominate you Crunchy to go listen at the door.

Dr. Donut:

and tell everybody what's going on.

*DZ Dr. Donut Guest © ARM*

Action:



Timing:



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Production :

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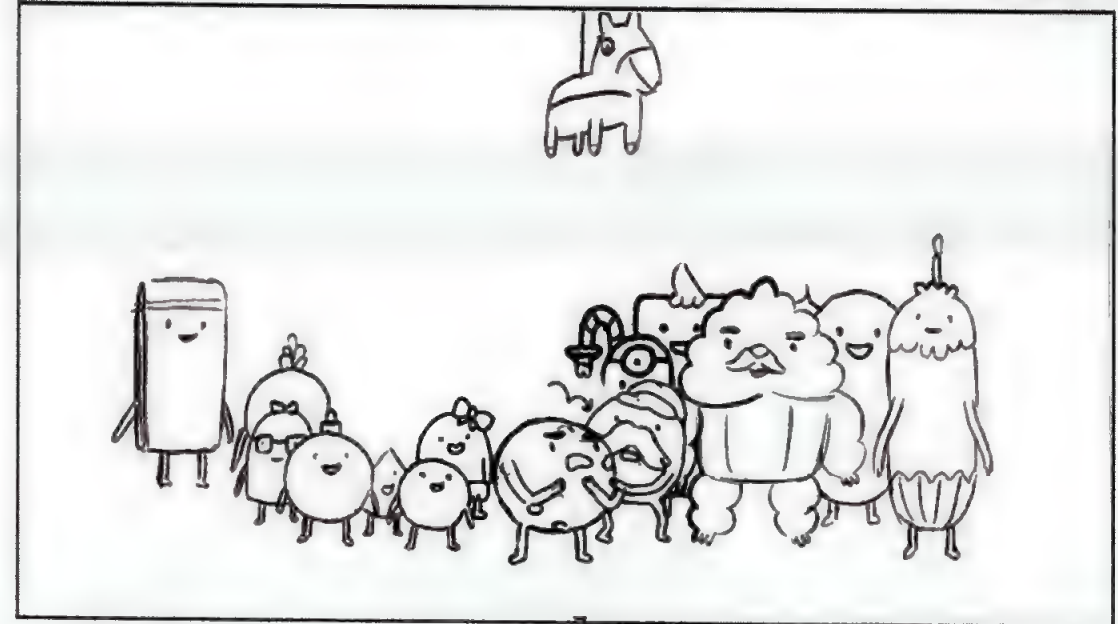
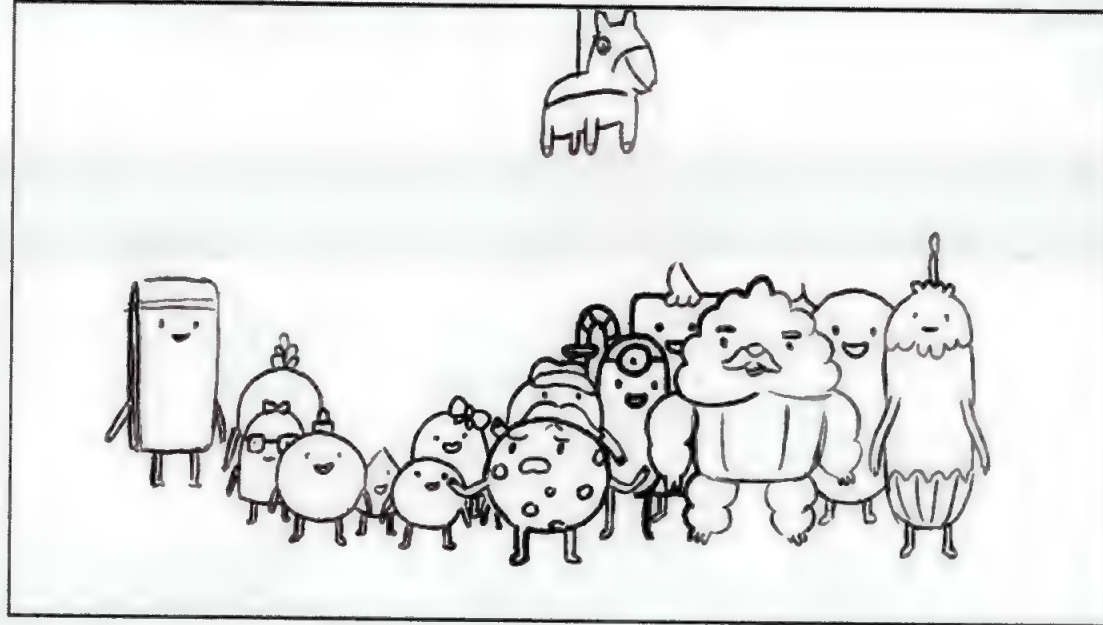
1025/189

**Bg.**

**day**   **night**

**Bg.**

61  
Page 61A NEXT  
day night

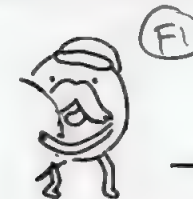


Starchy: C'mon crunchy...  
You're the go-to guy. You're  
the new Cinnamon Bun.

**Action:**

- starchy pats crunch.
- crunchy's annoyed by the label.

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**Timing:**

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**EPISODE #**

1025/189

**Production :**

10 25 / 189



# ADVENTURE TIME



*1st Act*

Page 61A

*62 NEXT*  
day night

Sc. 48

*CONT*

Pnl. G

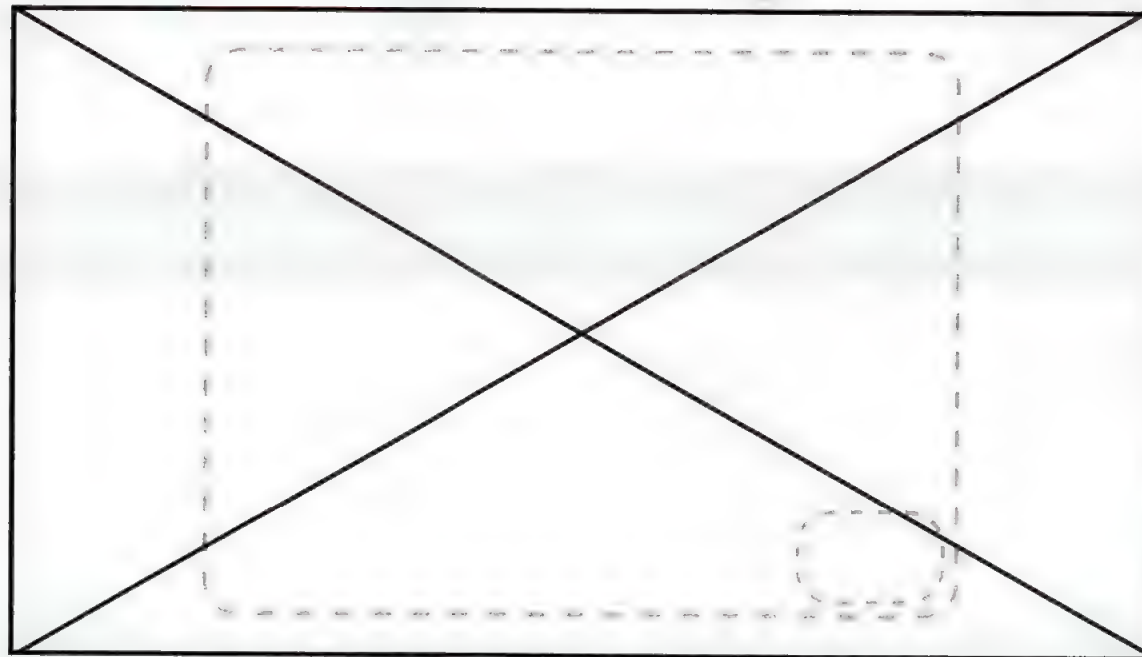
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:



JUN 3 0 2014

EPISODE # 1025-189  
1025/189

Production:

1025/189

Hu  
Cut

# ADVENTURE TIME

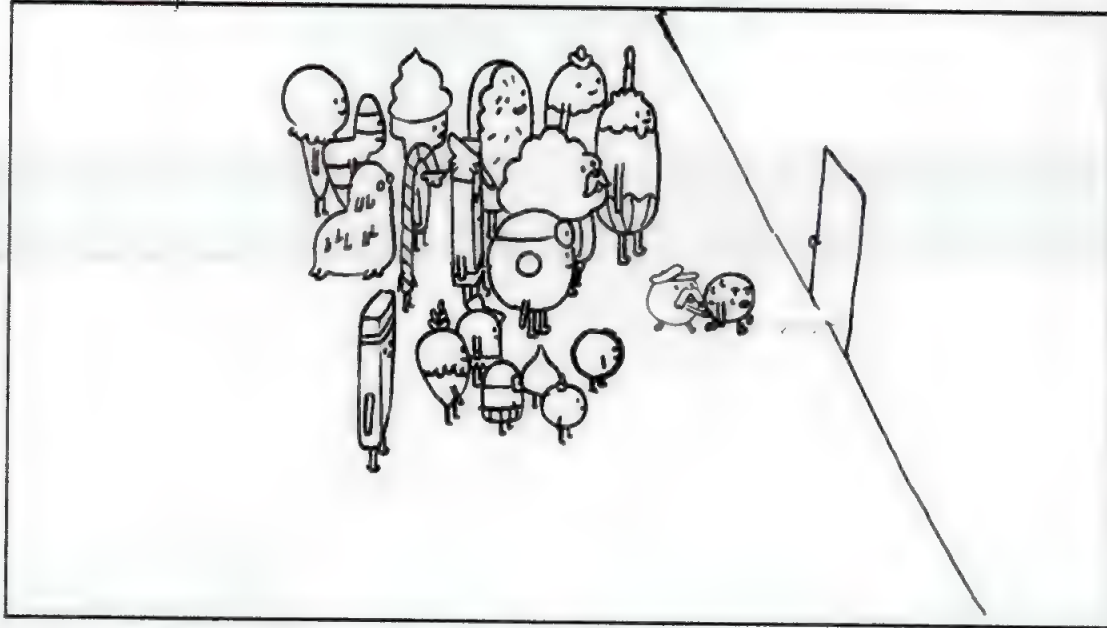


Sc. 49

Pnl. A

Bg.

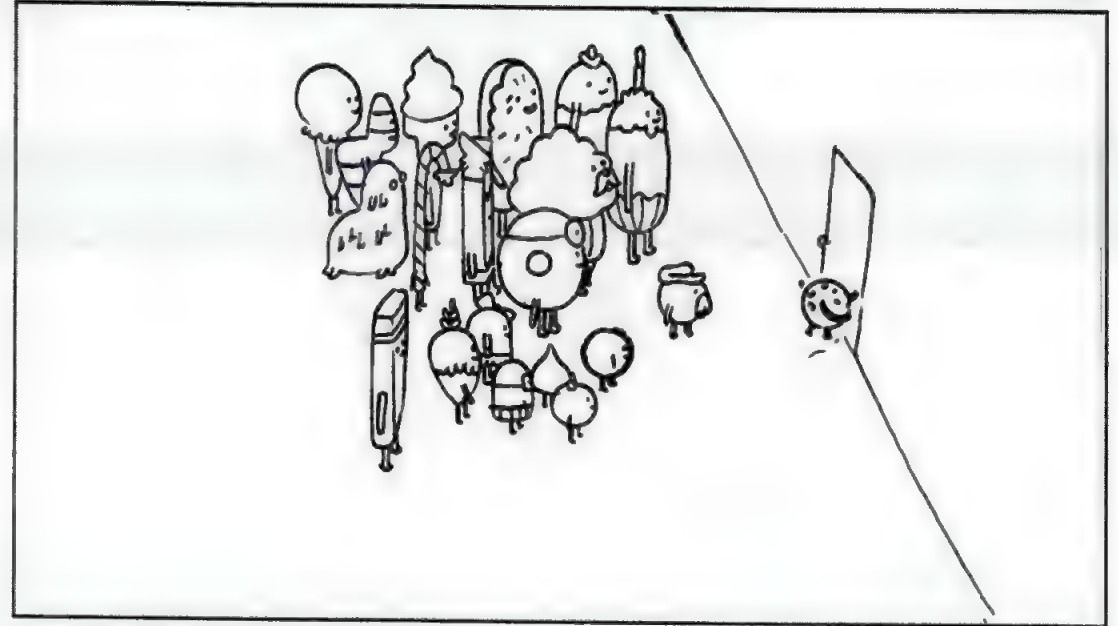
day night



Sc. 49 cont Pnl. B

Bg.

day night



Dialog: Crunchy: (under his breath)  
No, I'm not...

(A)

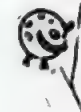


Action:

GUMDROP LASS #① what do you hear?

Crunchy: Uhh...

(B)



-C. GOES  
OVER TO  
CLOSET DOOR.

Timing:

Hu  
Cut



Hu  
Cut

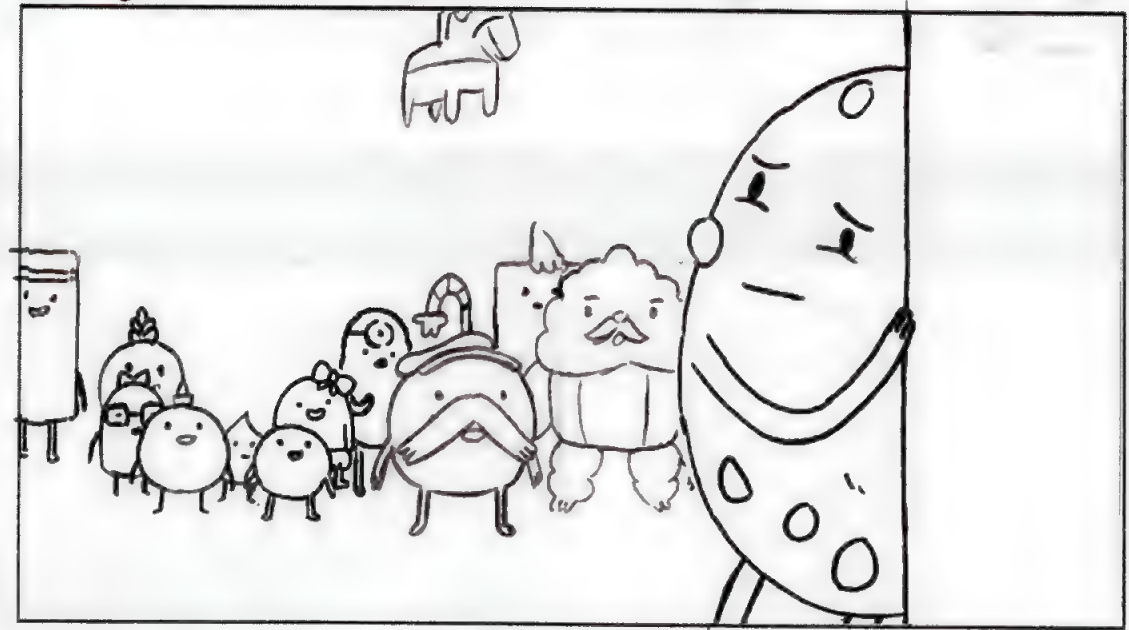
# ADVENTURE TIME



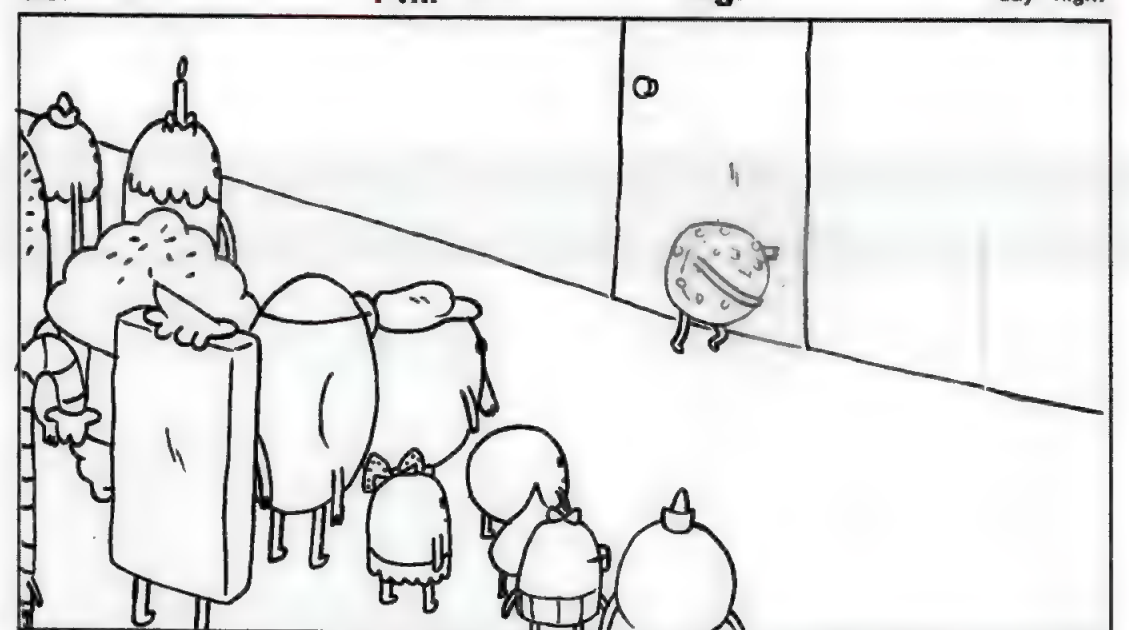
Hu  
Cut

Hu  
Cut

Sc. 50 Pnl. A Bg. day night



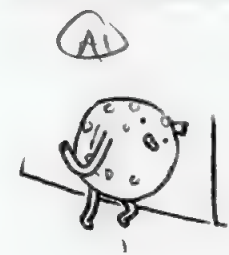
Sc. 51 Pnl. A Bg. day night



Dialog: Dr. Donut: Yeah paint us a picture, Crunchy! Crunchy: I hear like ... a LIKE A lush green field.

Action: S/A POS (A) DR. DONUT (B) ASM  
ACC DOWN CALL (A1)

Timing:



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HW  
cut

# ADVENTURE TIME

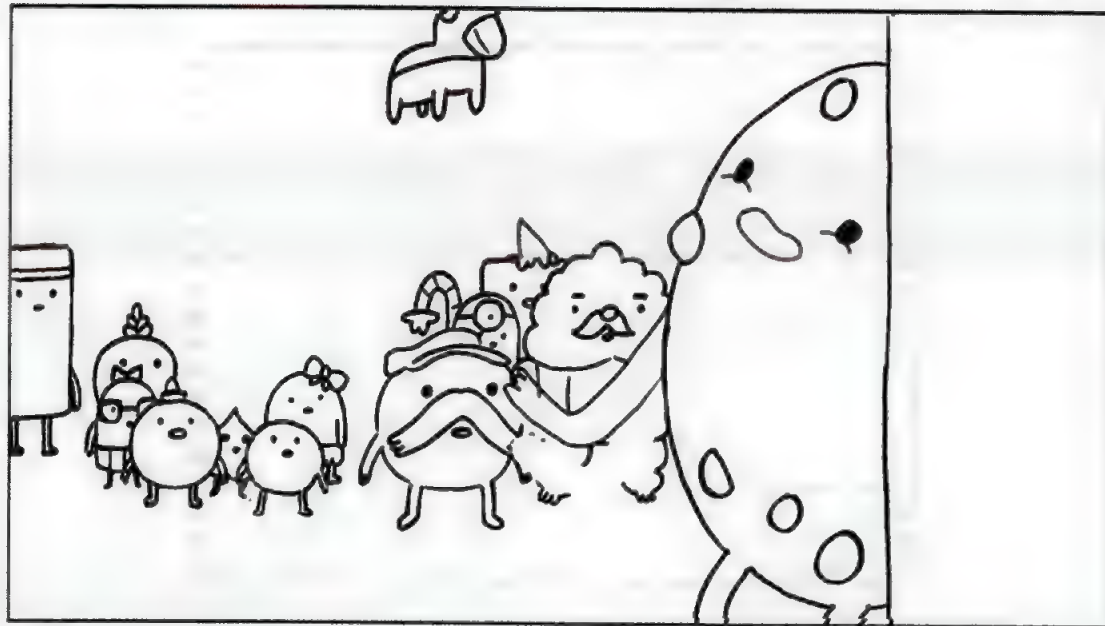


Sc. 52

Pnl. A

Bg.

day night

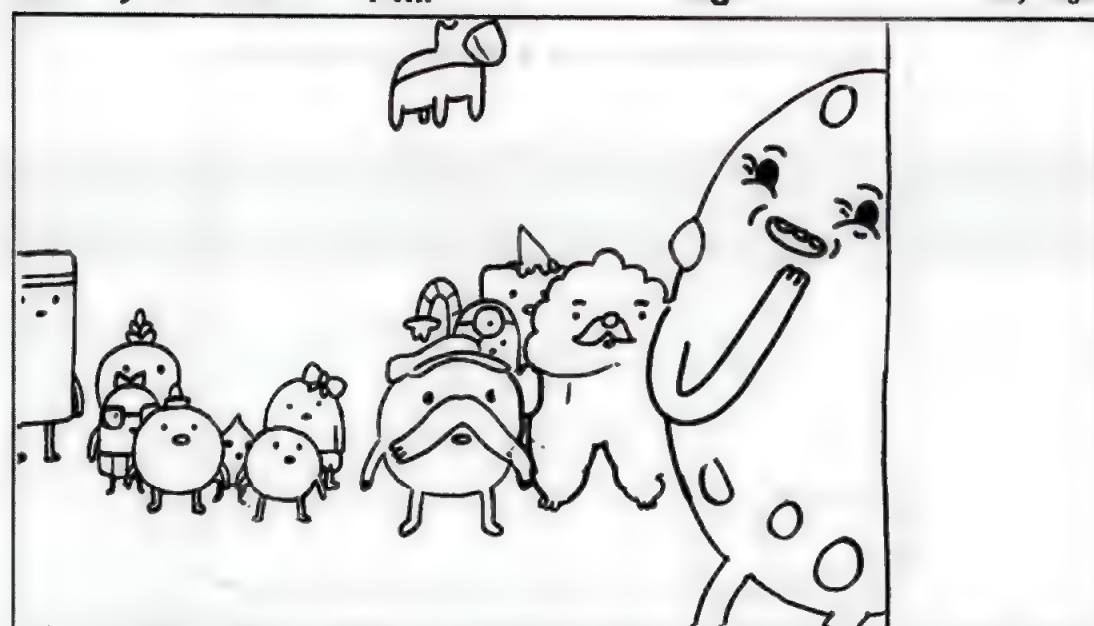


Sc. 52 *cut*

Pnl. B

Bg.

day night



Page 64  
64 NEXT  
day night

Dialog:

Crunchy/ Next to a white picket fence.

Action:

Timing:



Crunchy: Finn and the princess both brought picnic baskets.

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# ADVENTURE TIME



Sc. 52 *cont*

Pnl. C

Bg.

day night

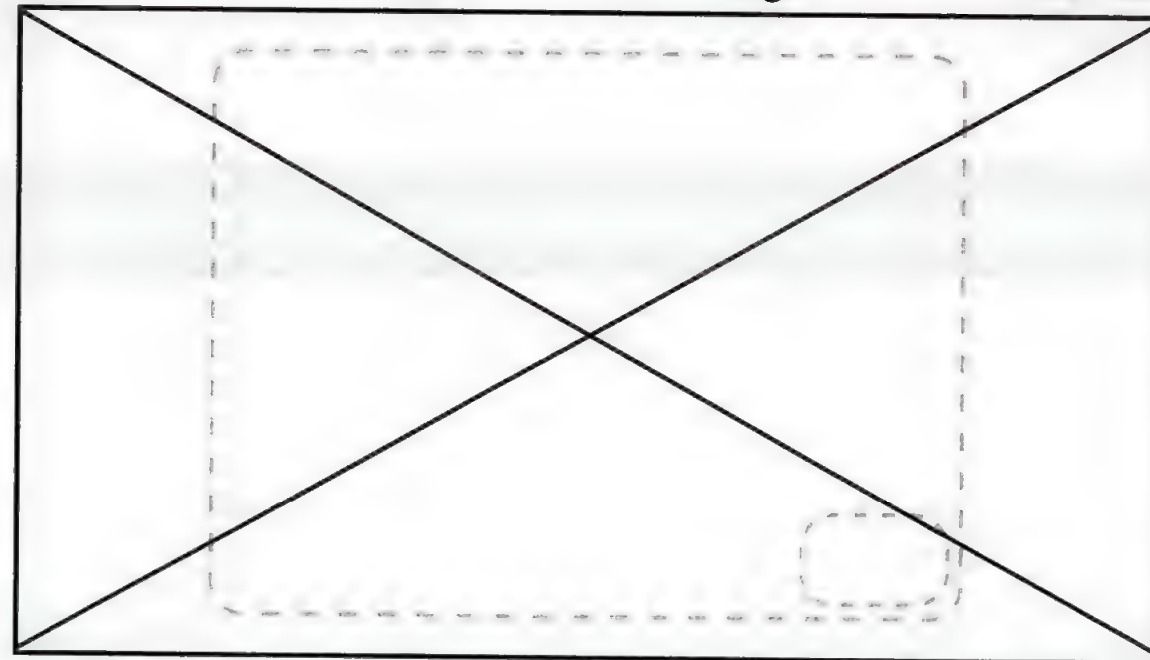
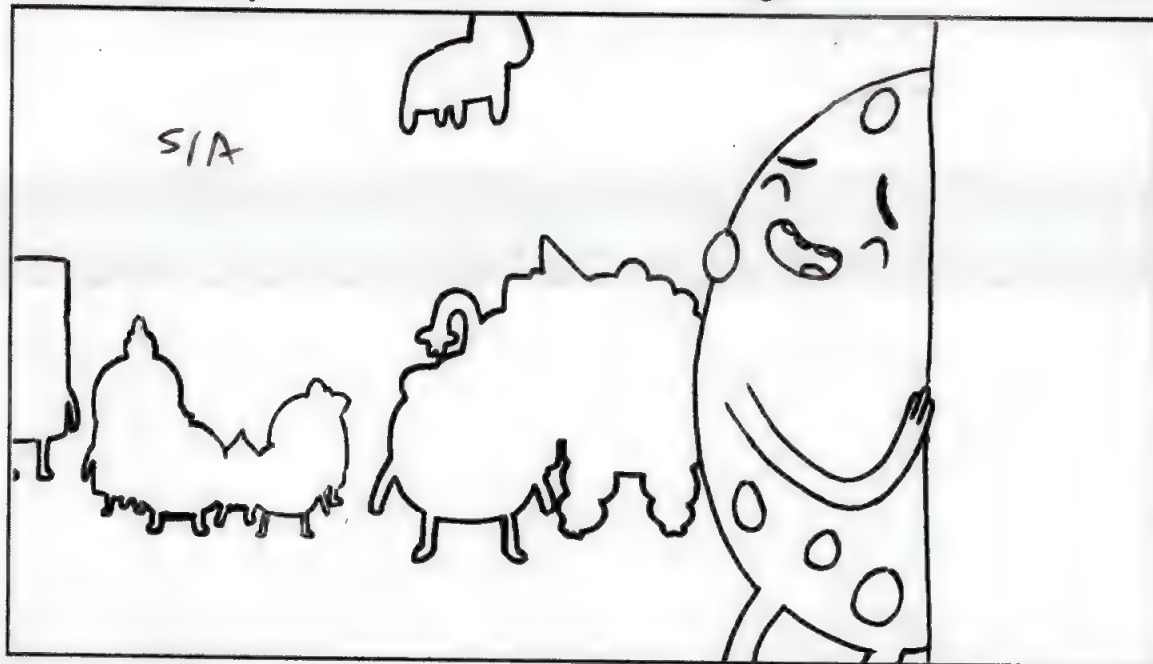
Sc.

Pnl.

Bg.

Page 64A

*65 NEXT*  
day night



Dialog:

Crunchy: but they brought the same stuff and they're laughing about it. ... HEH...

Action:

Timing:



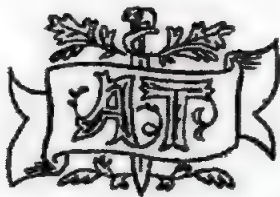
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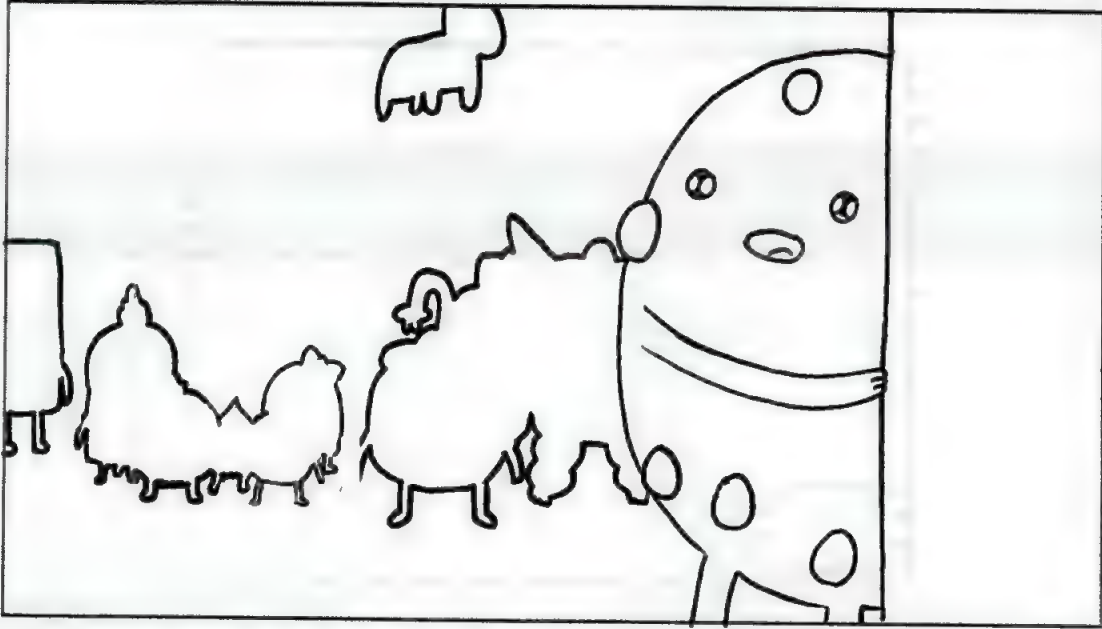
ADVENTURE TIME



Sc. 52 CONT Pnl. D

Bg.

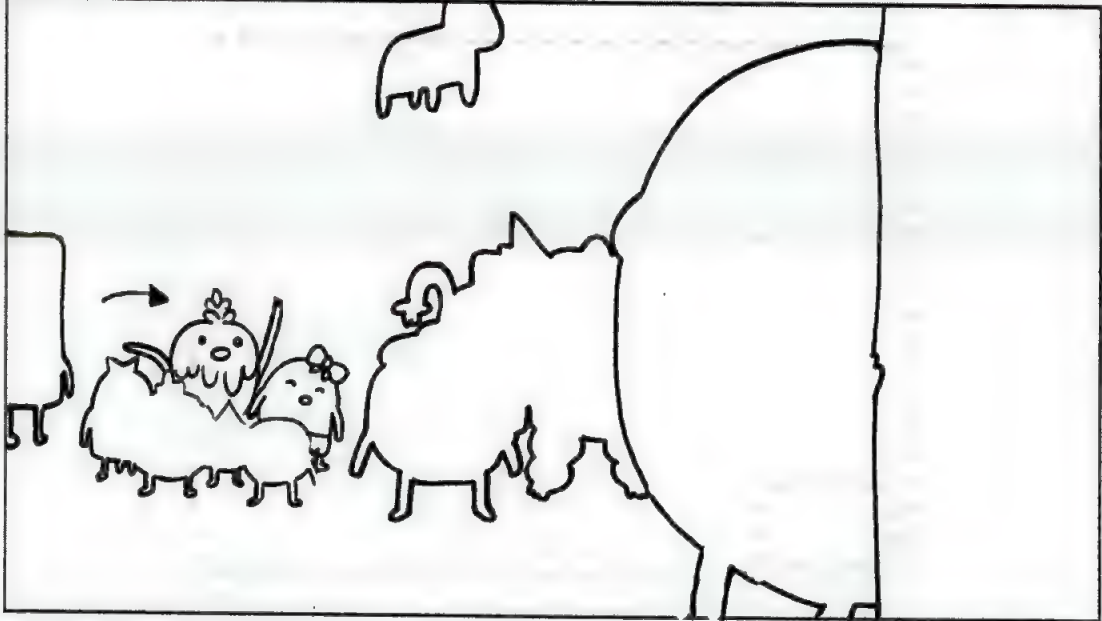
day night



Sc. 52 CONT Pnl. E

Bg.

day night



Dialog: C: (Quiet) And now they're kissing...

Chocoberry: There's no lush green field in that closet.

Action:

Timing:

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Production :



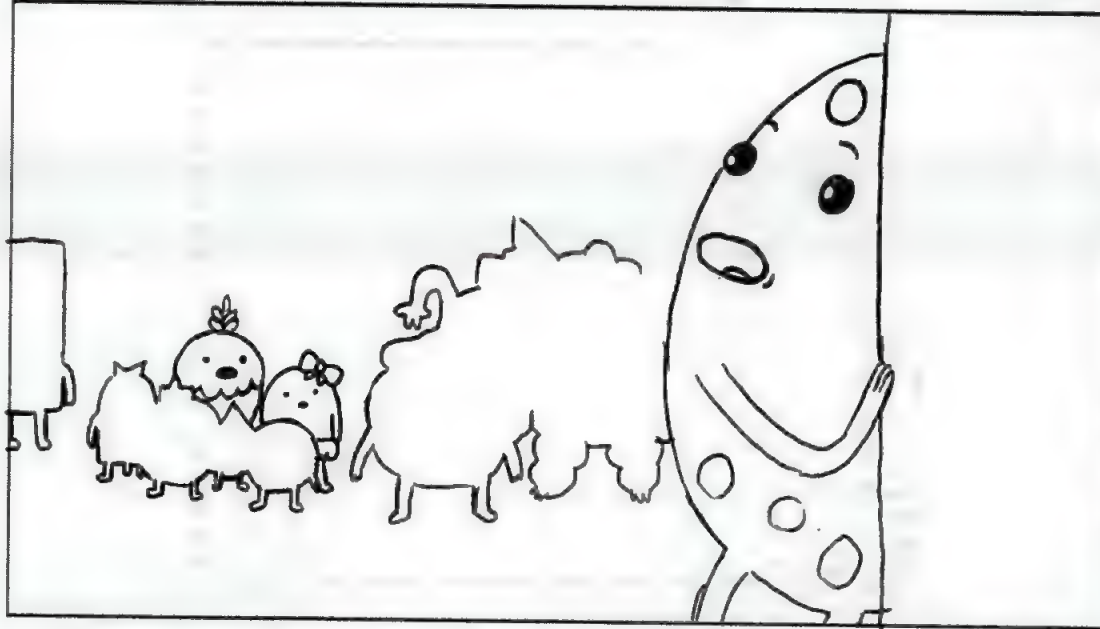
# ADVENTURE TIME



Sc. 52 CONT Pnl. F

Bg.

day night

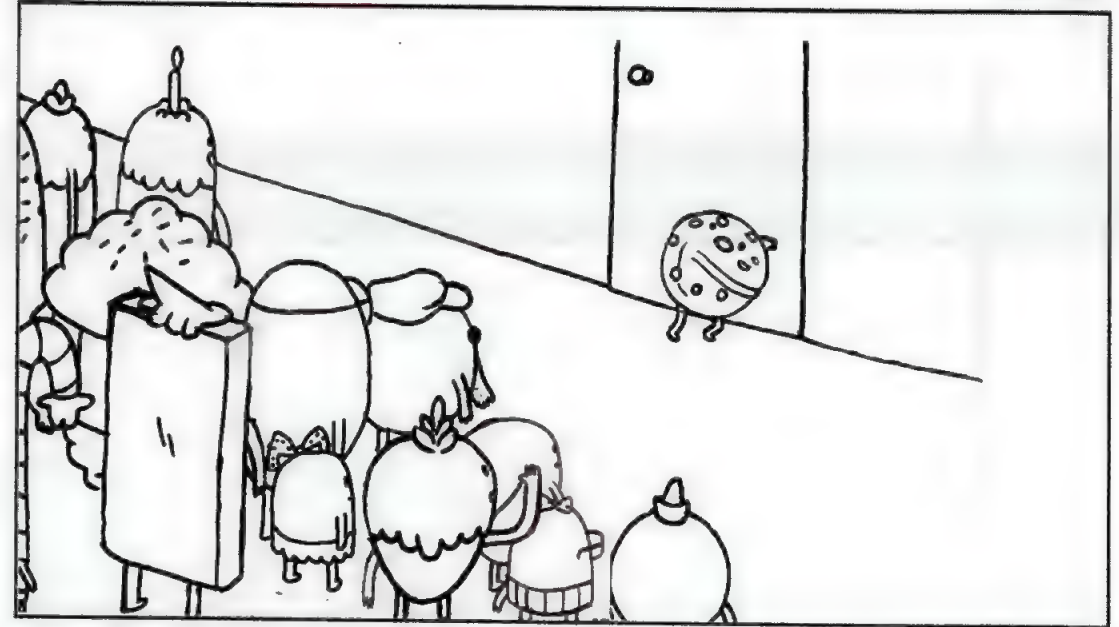


Sc. 53

Pnl. A

Bg.

day night



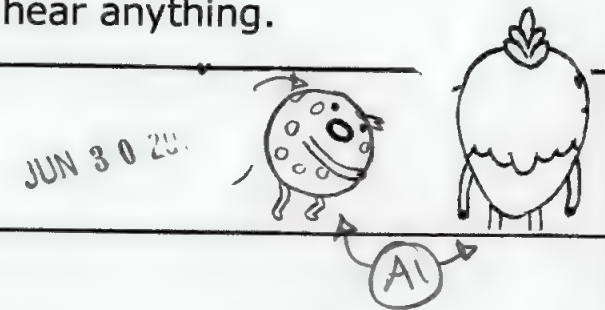
Dialog: Crunchy: Well, you guys asked me to paint a picture.

Chocoberry: Just tell us what you hear.

Crunchy/ Well I can't hear anything.

Action:

Timing:



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# ADVENTURE TIME



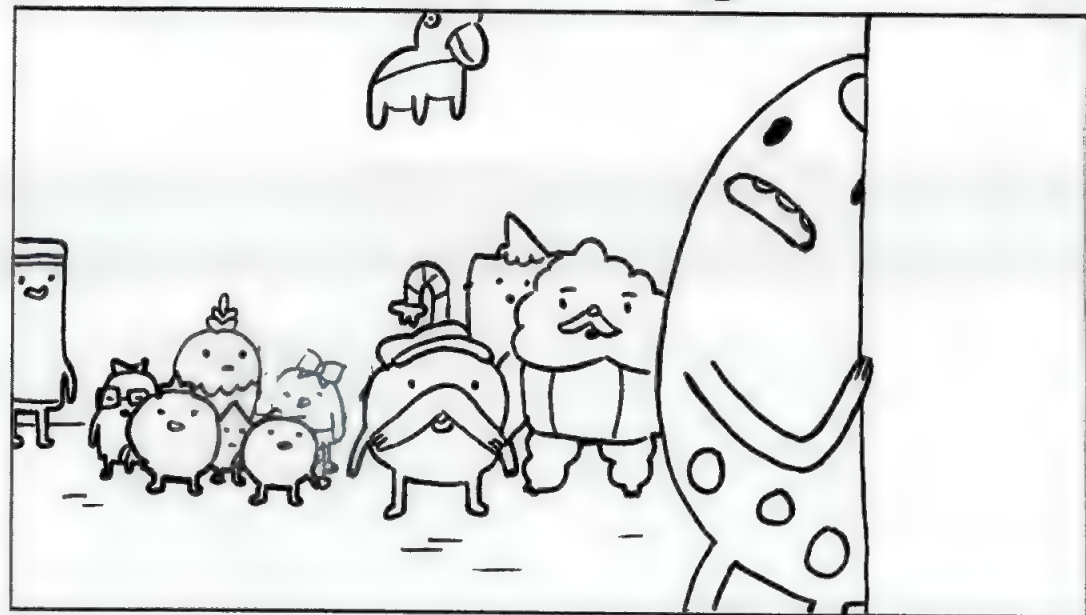
Page 67

Sc. 54

Pnl. A

Bg.

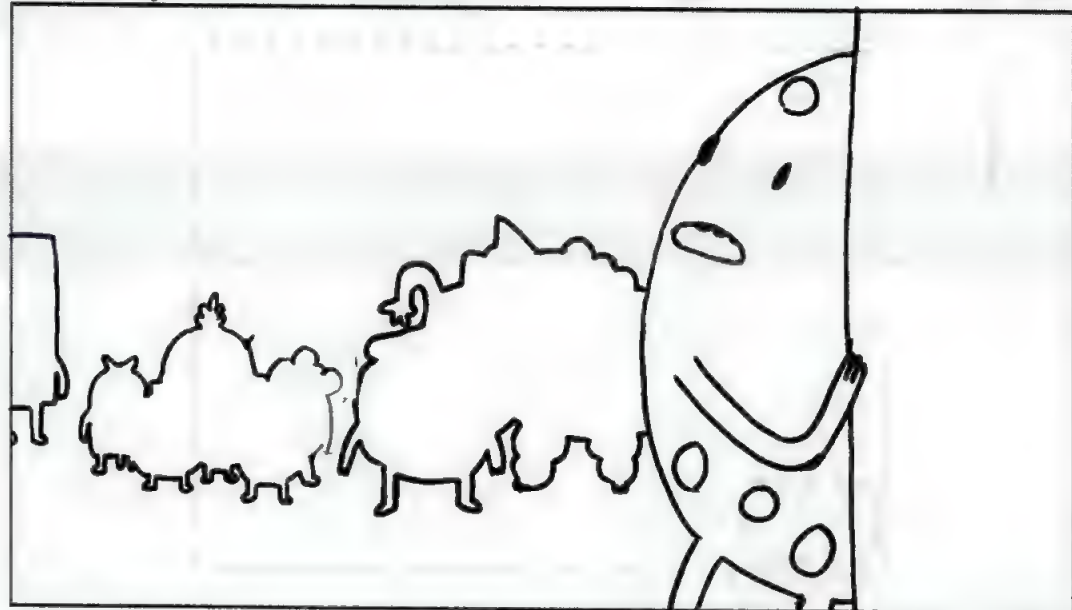
day night



Sc. 54 INT Pnl. B

Bg.

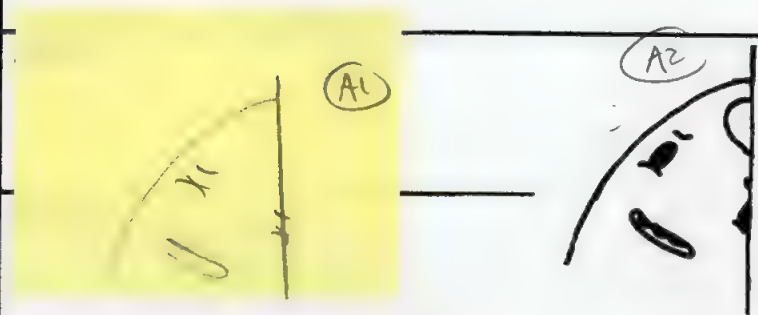
day night



Dialog:

Crunchy/ They must be just lightly brushing  
their lips together.

Crunchy/ Their kisses are so quiet --



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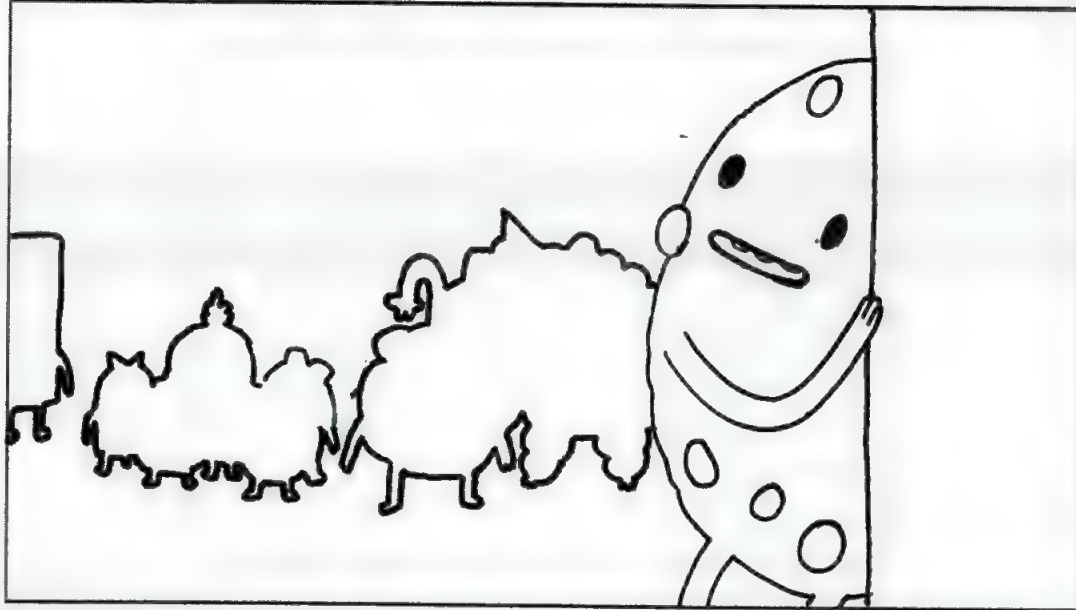
# ADVENTURE TIME



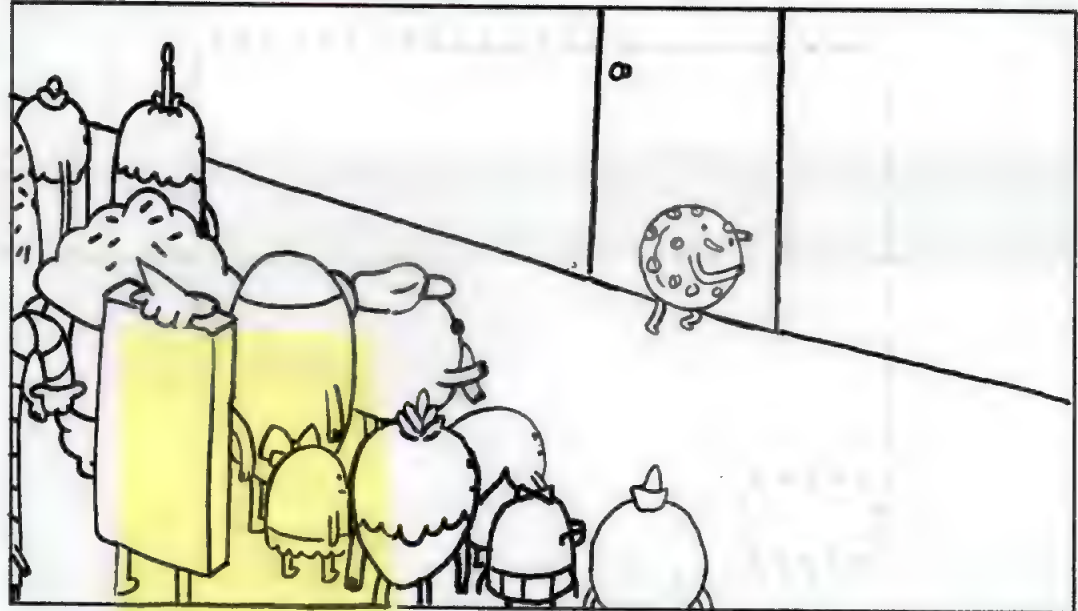
*No cut*

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Sc. 54 CONT Pnl. C Bg. day night



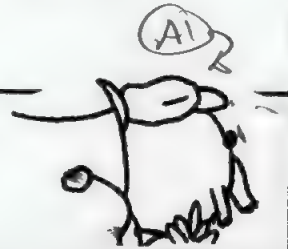
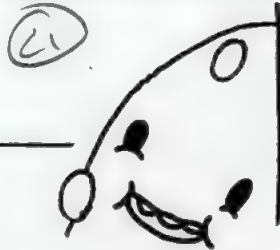
Sc. 55 Pnl. A Bg. day night



Dialog: Crunchy/ -- and smooth. They're totally silent.

Starchy: Or maybe they kissed so much they've passed out!

Action:



Timing:

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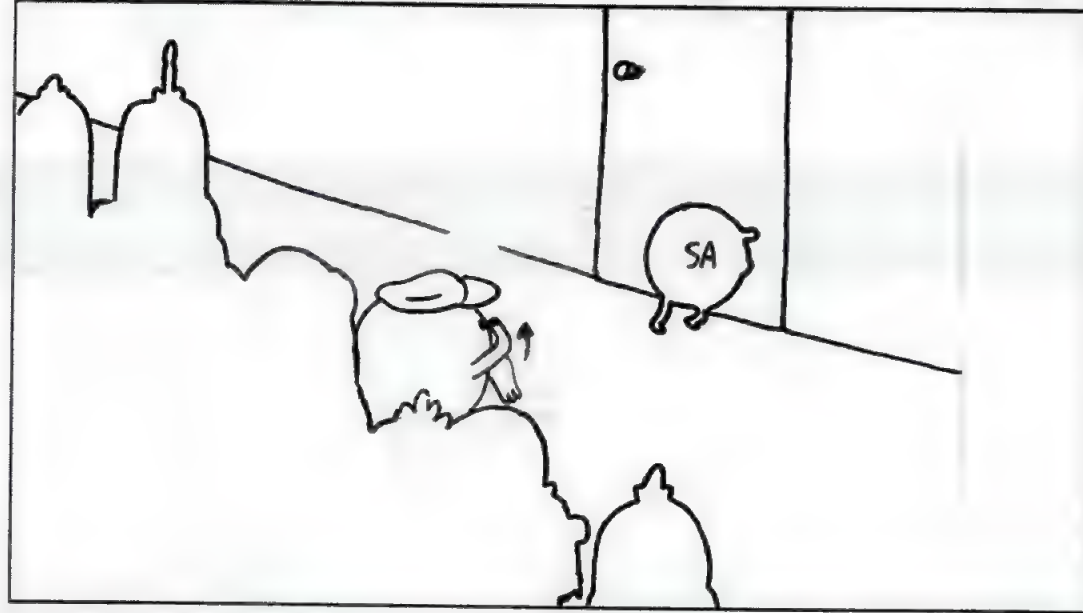
# ADVENTURE TIME



Sc. 55 *cont* Pnl. B

Bg.

day night



Sc. 55 *cont* Pnl. C

Bg.

day night



Dialog:

Starchy: Crunchy, open the door!

Action:



(B1)

Timing:

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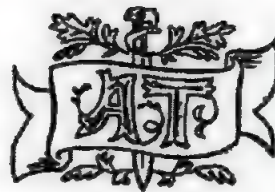
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Production :

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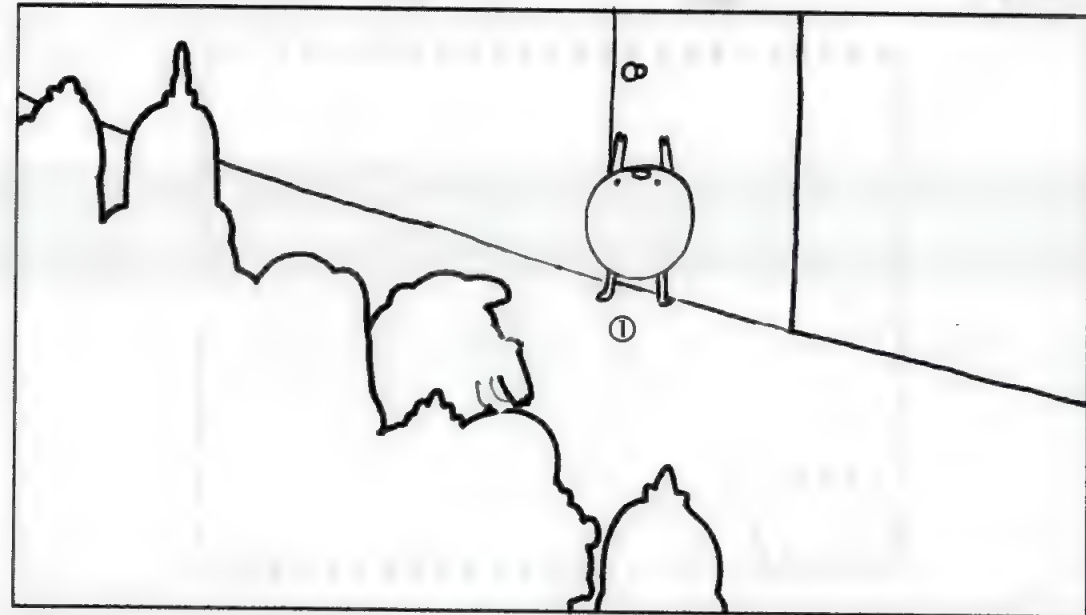


# ADVENTURE TIME

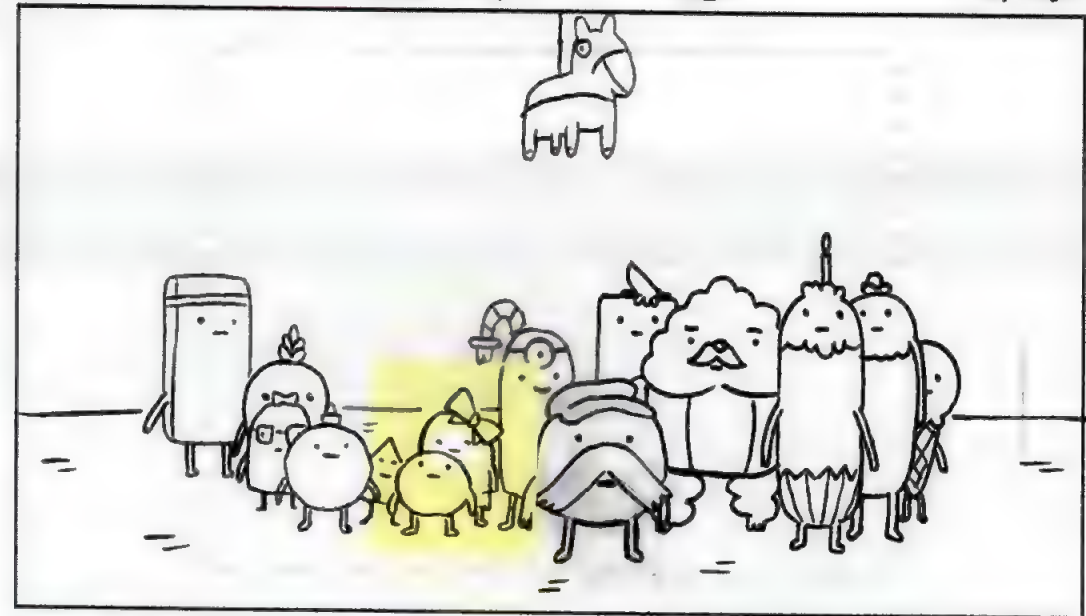


Ho  
Cut

Sc. 55 *CONT* Pnl. **D** Bg. day night



Sc. 56 Pnl. **A** Bg. day night

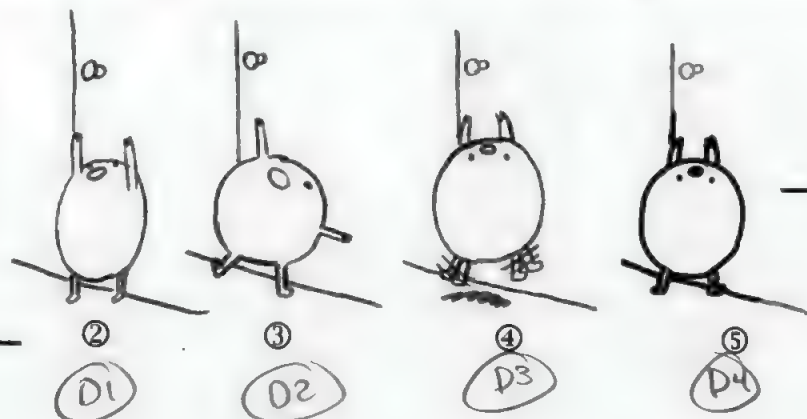


Dialog:

CRUNCHY  
[STRUGGLING]

Action: Crunchy tries to open door but he's too short.

Timing:



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Production :

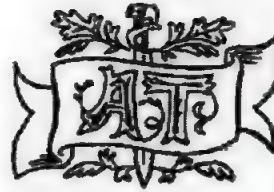
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# ADVENTURE TIME

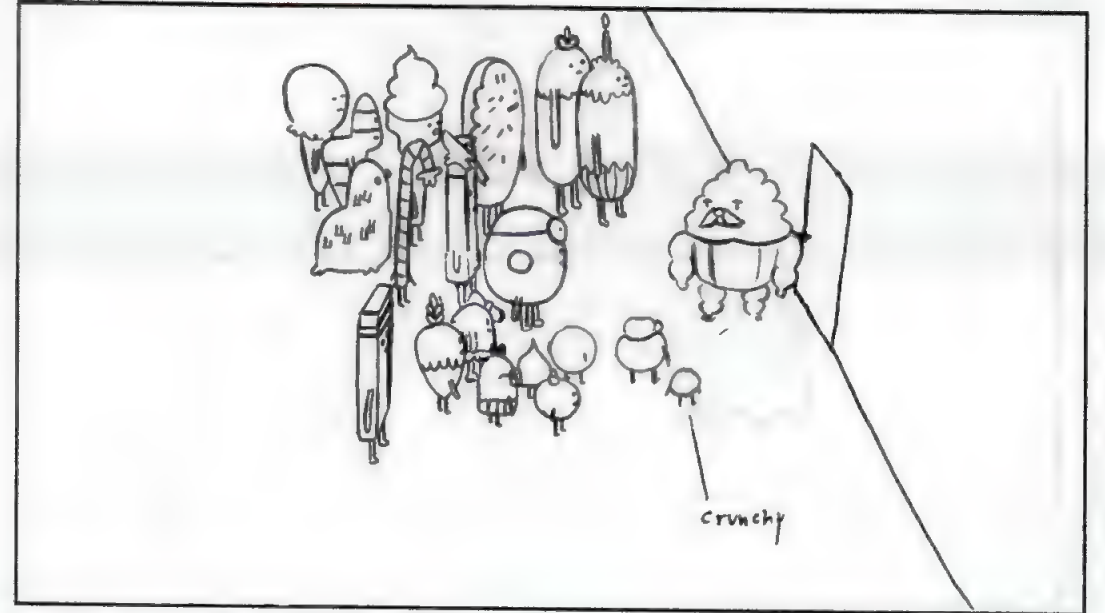


Ho cut

Sc. 56 CONT Pnl. B Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog: MR. C.

STEP ASIDE  
CRUNCHY

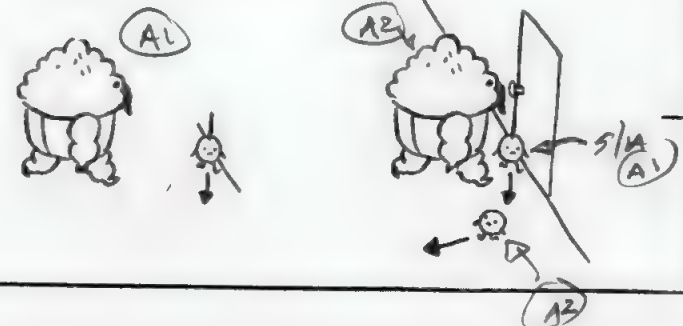
Action:

Timing:



MR. C.: I'LL MAKE SHORT  
WORK OF THIS

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Production :

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# ADVENTURE TIME



Sc. 58

Pnl. A

Bg.

day night

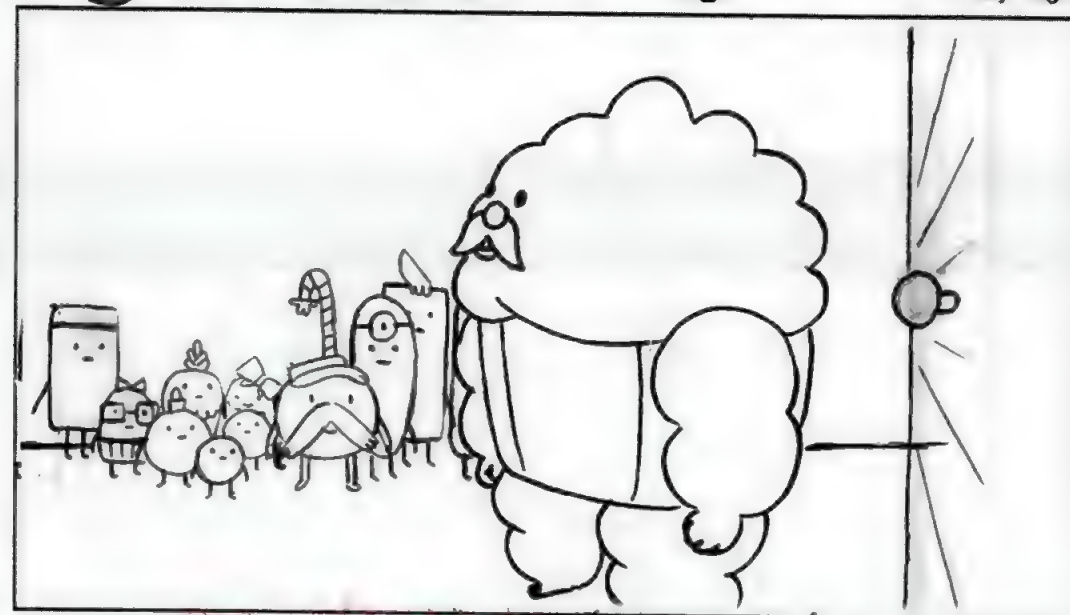


*Exhibit*

Sc. 58 cont Pnl. B

Bg.

Page 72  
72A NEXT  
day night



*Peris. w/ action*

Dialog:

Mr. Cup Cake Door opening.

Action:

Timing:

JUN 30 2014

Production :

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# ADVENTURE TIME



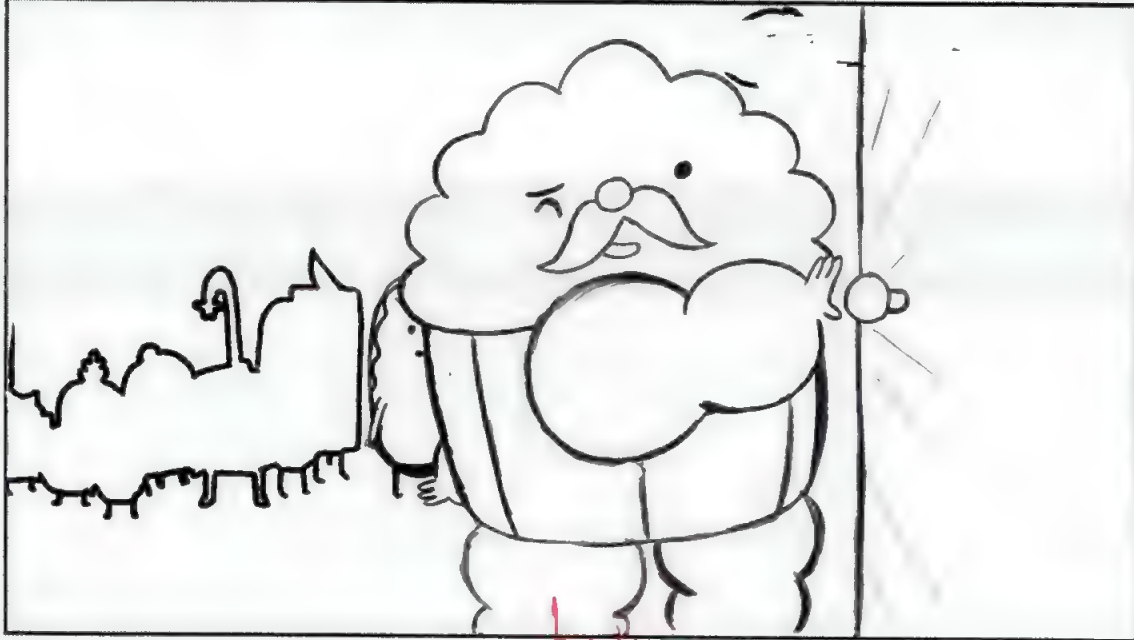
*It's in action  
Cut*

Sc. 58 *CONT*

Pnl. C

Bg.

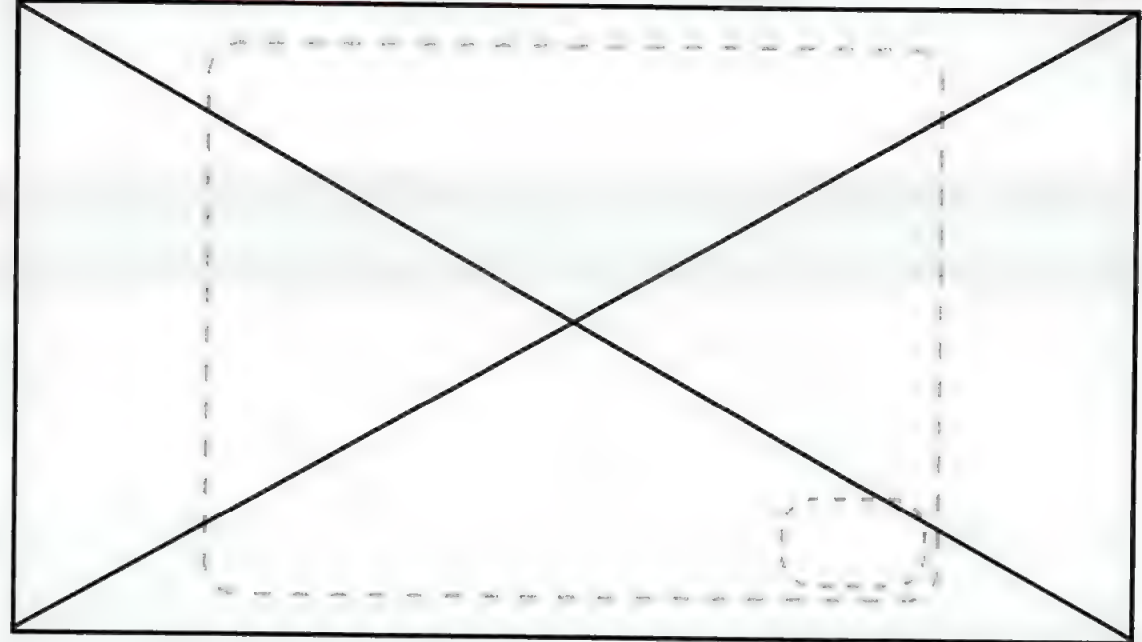
day night



Sc.

Pnl.

Bg.



Page 72A

*13 NEXT*  
day night

Dialog:

Action:

*Mr. Cupcake winks at chocoberry.*

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Timing:

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Production:

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## ADVENTURE TIME



Page 73

Sc. 59

Pnl. A

**Bg.**

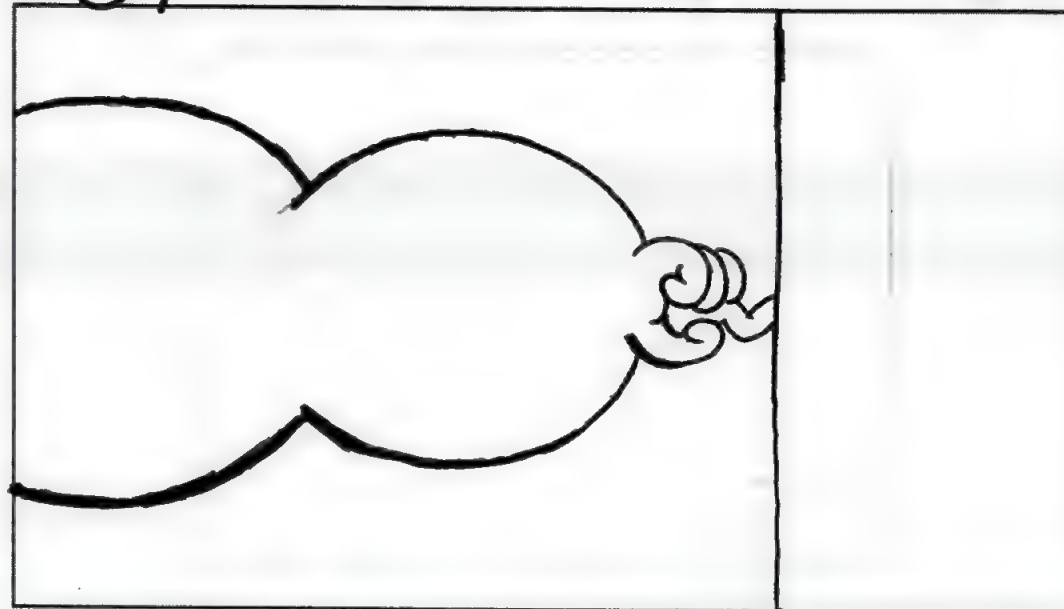
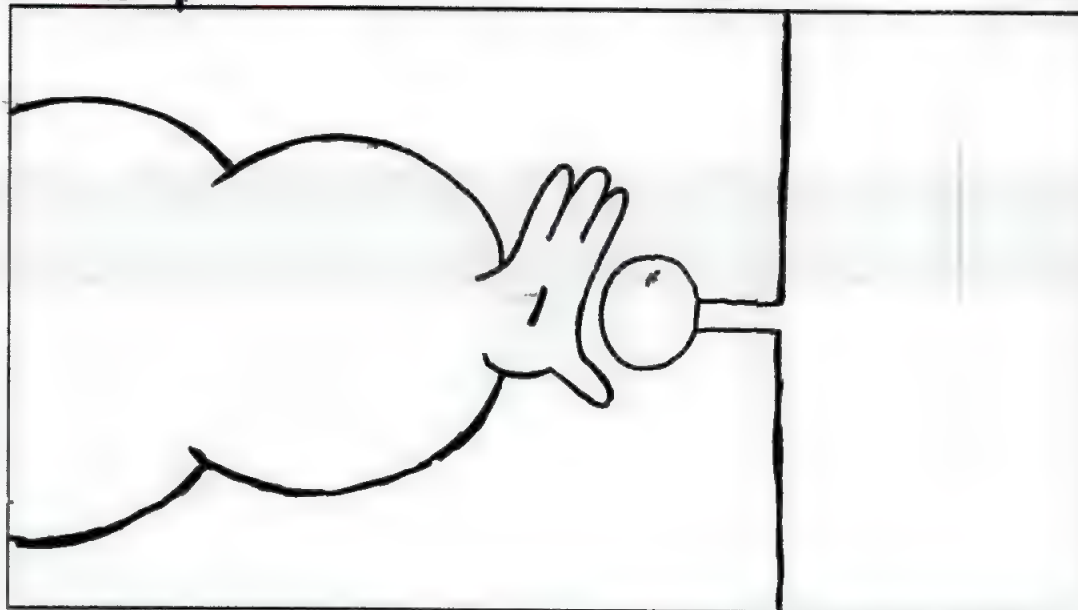
**day night**

Sc. 59 cont Pnl. B

B

**Bg.**

**day night**



**Dialog:**

SFX: \*SKRUNK \*

**Action:**

- MR. CUPCAKE SMASHES DOORKNOB

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**Timing:**

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**Production :**

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1/10  
CST

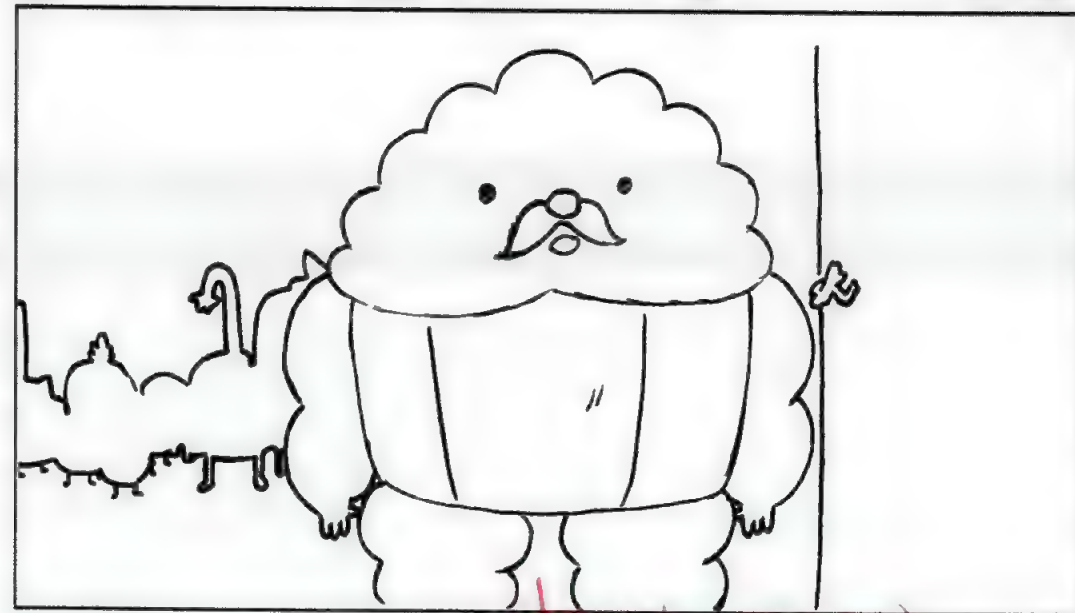
# ADVENTURE TIME



Sc. **60** Pnl. **A** Bg. day night



Sc. **60 cont** Pnl. **B** Bg. Page **74**  
day night **74A NEXT**



Dialog:

MR C: OH

Action:

JUN 30 2014

Timing:

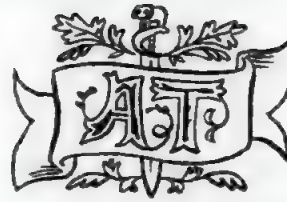
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Production :

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# ADVENTURE TIME

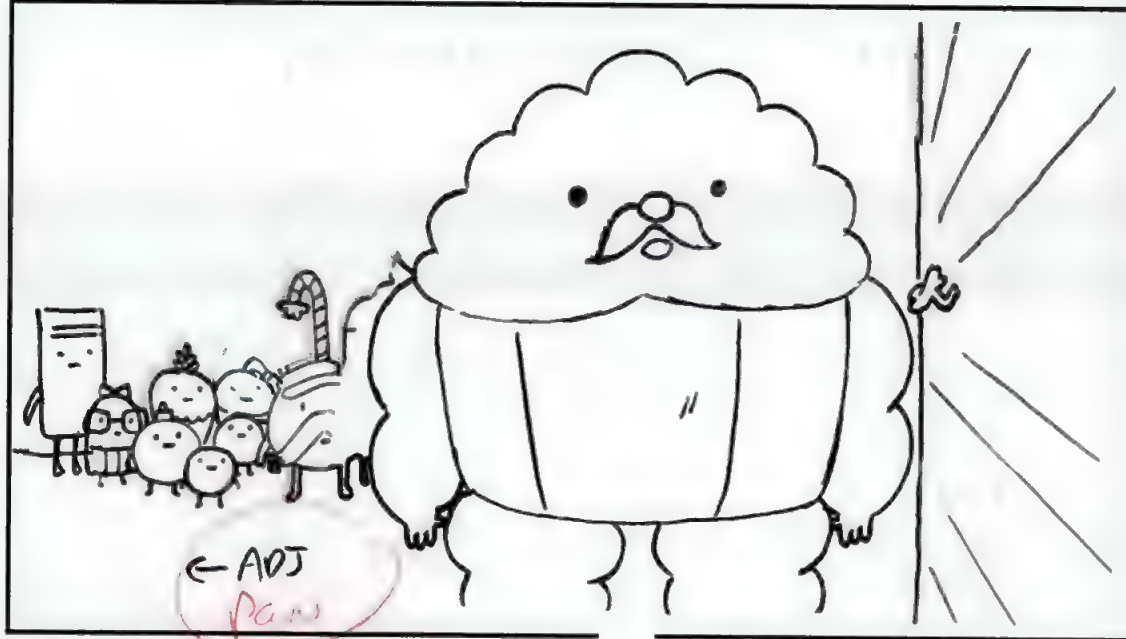


Sc. 60 *CONT*

Pnl. C

Bg.

day night



Sc. 60 *CONT*

Pnl. D

Bg.



Page 74A  
*75 NEXT*  
day night

Dialog:

*w/ actions*

Mr. C/ I guess I'm just--

Action:

Timing:

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# ADVENTURE TIME



Sc. 60 *CONT* Pnl. E

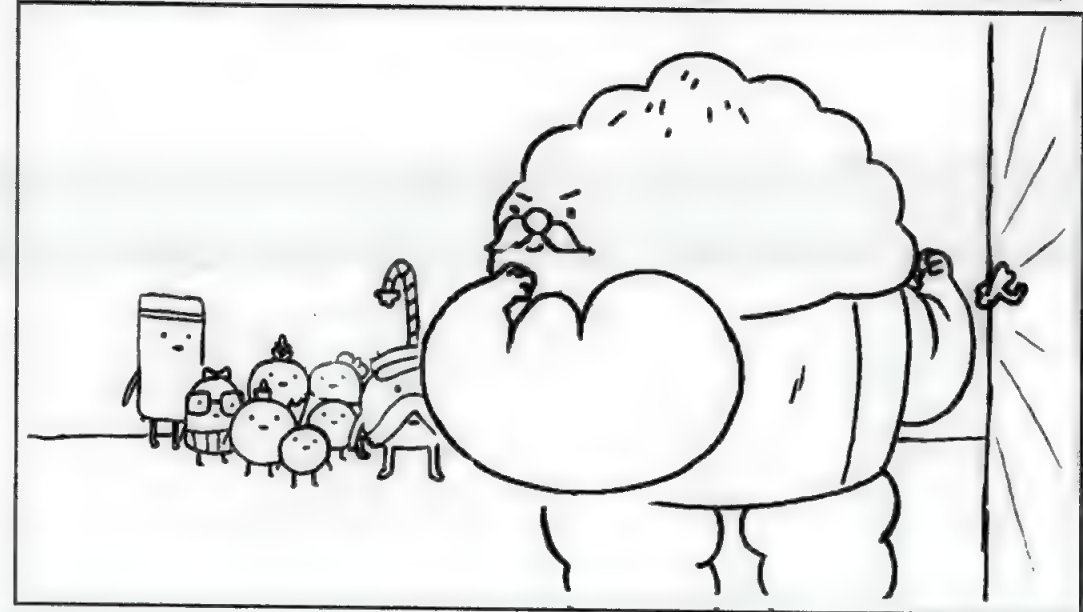
Bg.

day night



Sc. 60 *CONT* Pnl. F

Bg.



Page 75  
*16A NEXT*

Dialog: Mr. C: too strong

Action: -MR. C FLEXCS

Timing:

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# ADVENTURE TIME



*How  
Gut*

Page 75A

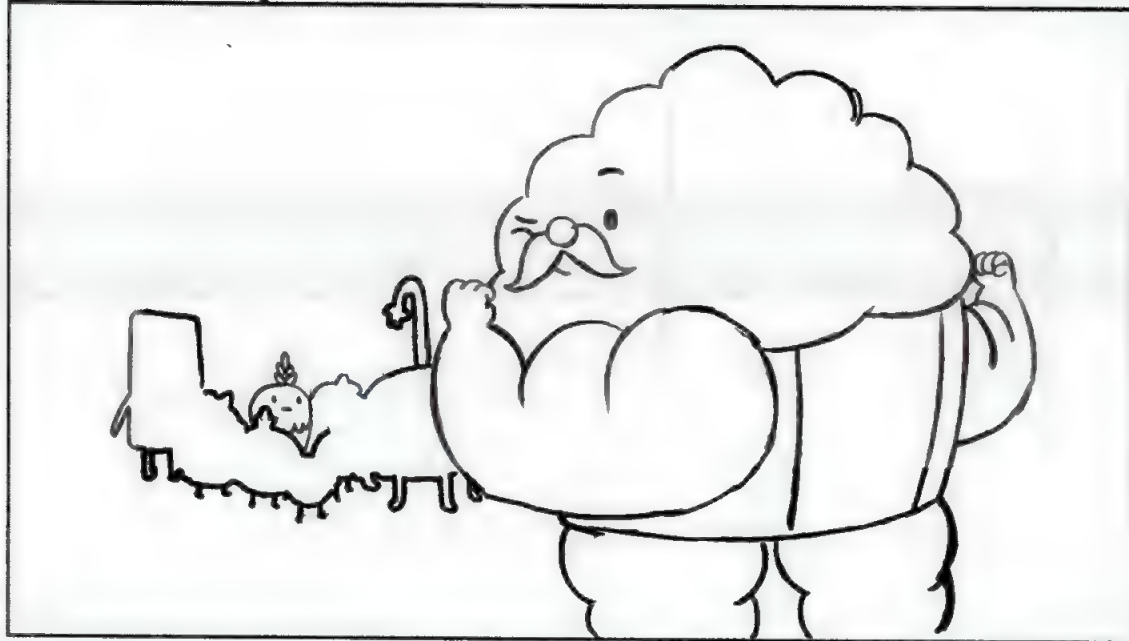
*76 NEXT*  
day night

Sc. 60 *CONT*

Pnl. G

Bg.

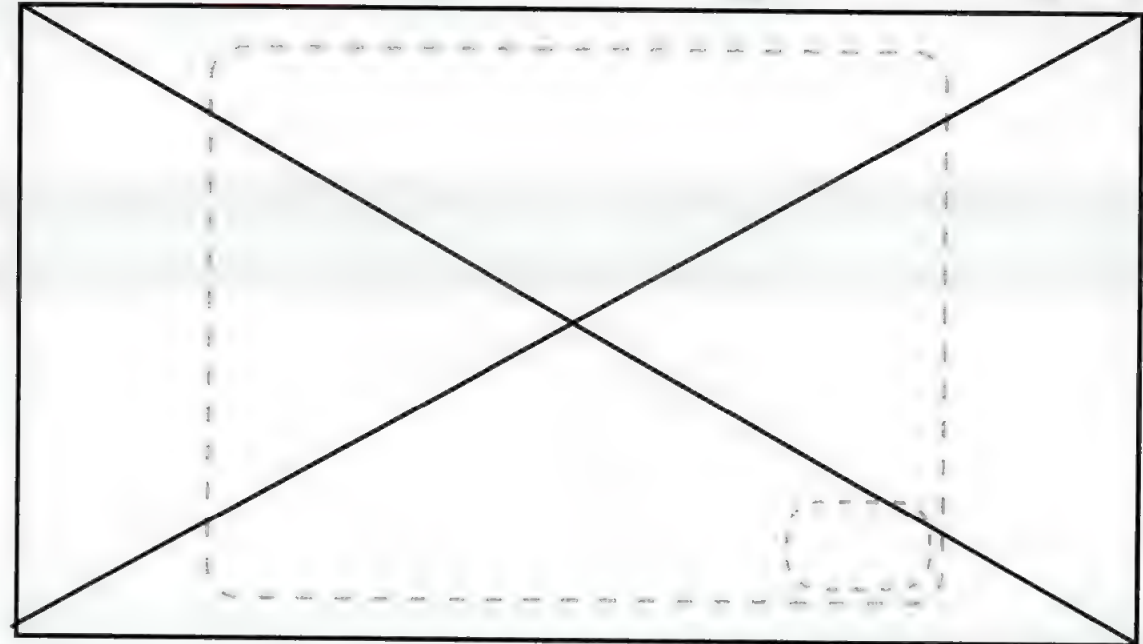
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

*flexes, winks at Chocoberry.*

JUN 30 2014

Timing:

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# ADVENTURE TIME



Sc.

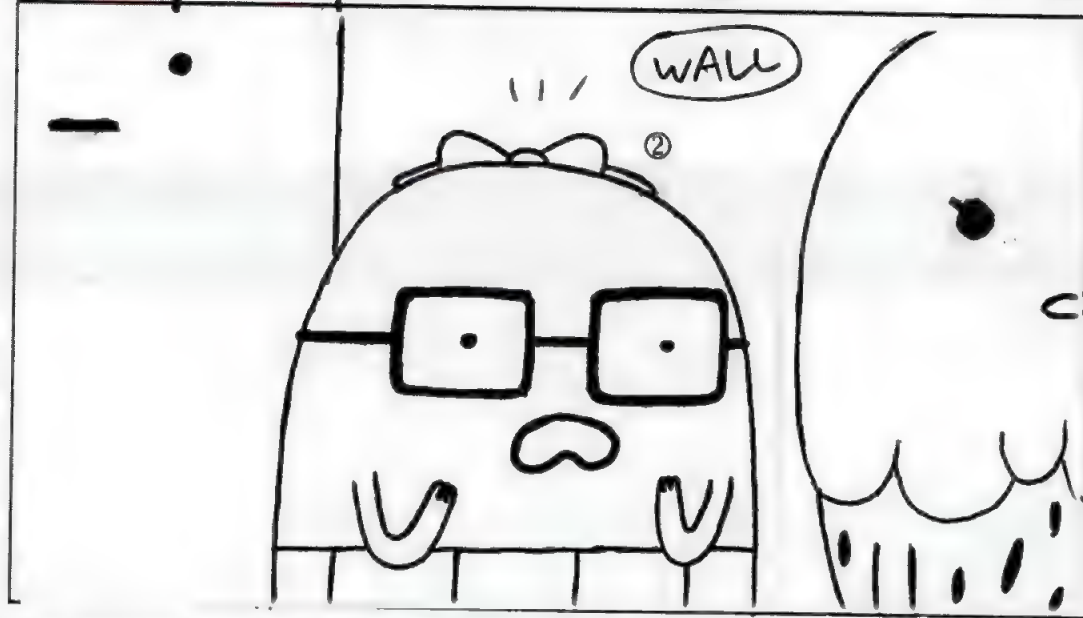
61

Pnl.

A

Bg.

day night



Sc.

61 CONT

Pnl.

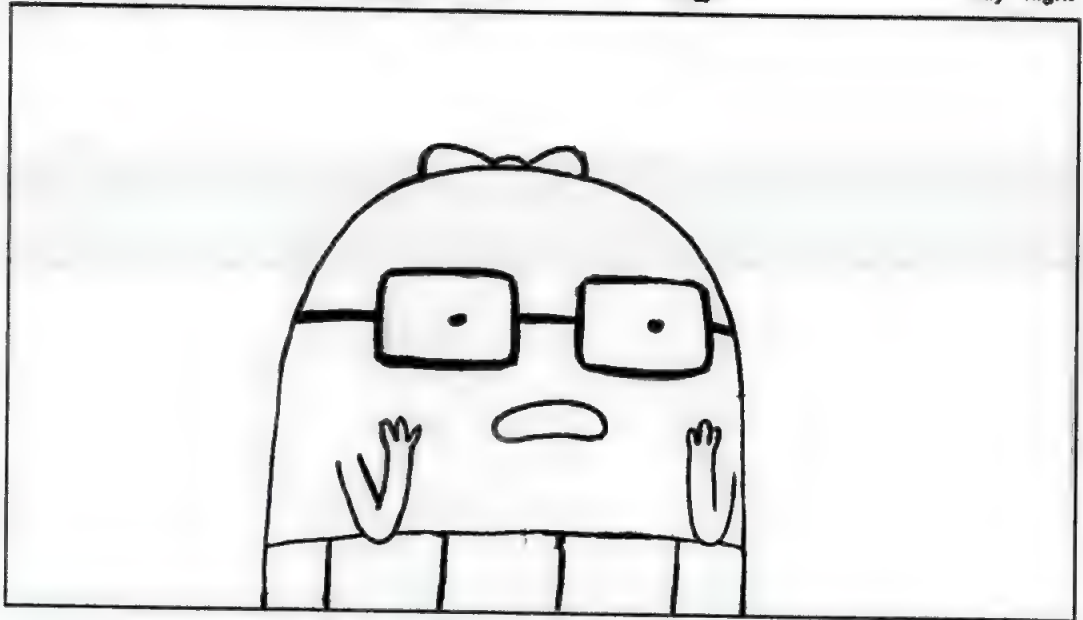
B

Bg.

Page

76

day night



Dialog:

GL #1. (GASP) THEN THEY'RE  
#19 TRAPPED!

GL#1/ What if they run out of air!

Action:

Timing:



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# ADVENTURE TIME



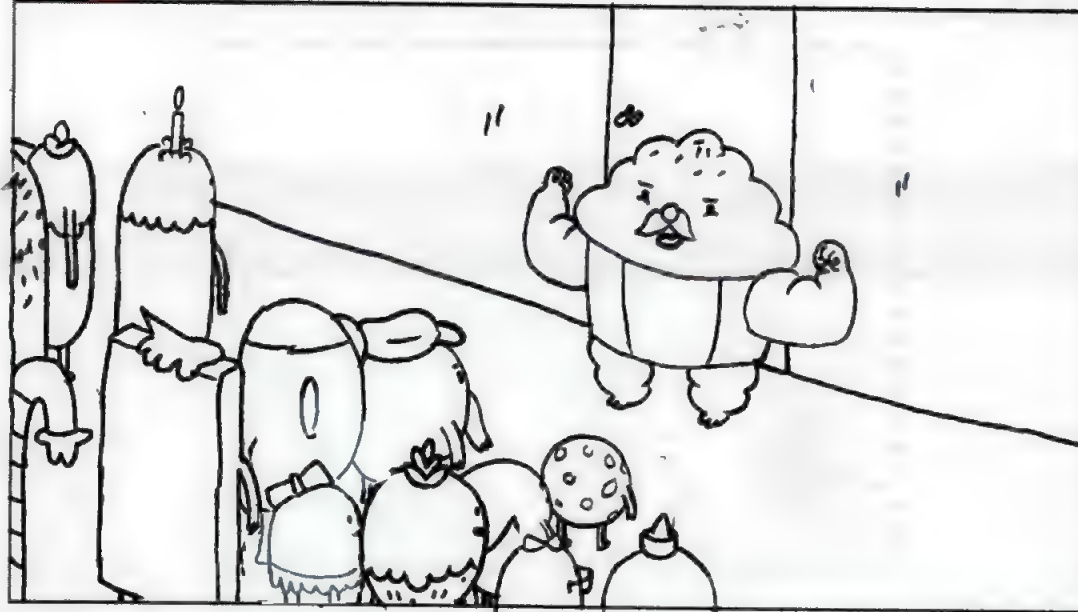
Page 77

Sc. 62

Pnl. A

Bg.

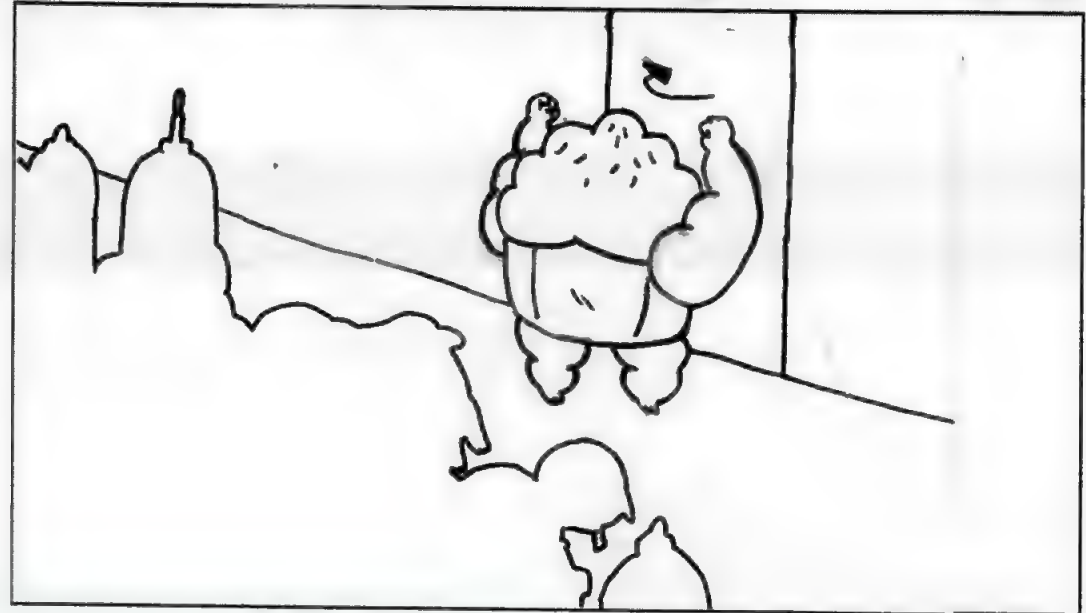
day night



Sc. 62 cont. Pnl. B

Bg.

day night



Dialog:

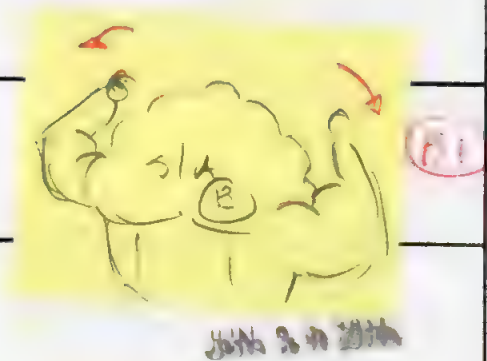
Mr. C: No air?

Mr. C: I'll smash DOWN THE DOOR!

Action:

- MR. C. TURNS

Timing:



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# ADVENTURE TIME



Sc. 62 CONT Pnl. C

Bg.

day night



Sc. 62 CONT Pnl. D

Bg.

day night



Dialog:

Chet: STOP!

MR. C: EH?

Chet/ Mr. Cupcake, your mighty strength might kil them!

Action:

Timing:



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*Mr. Cup*

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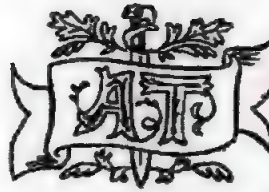


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Hi  
Cut

# ADVENTURE TIME



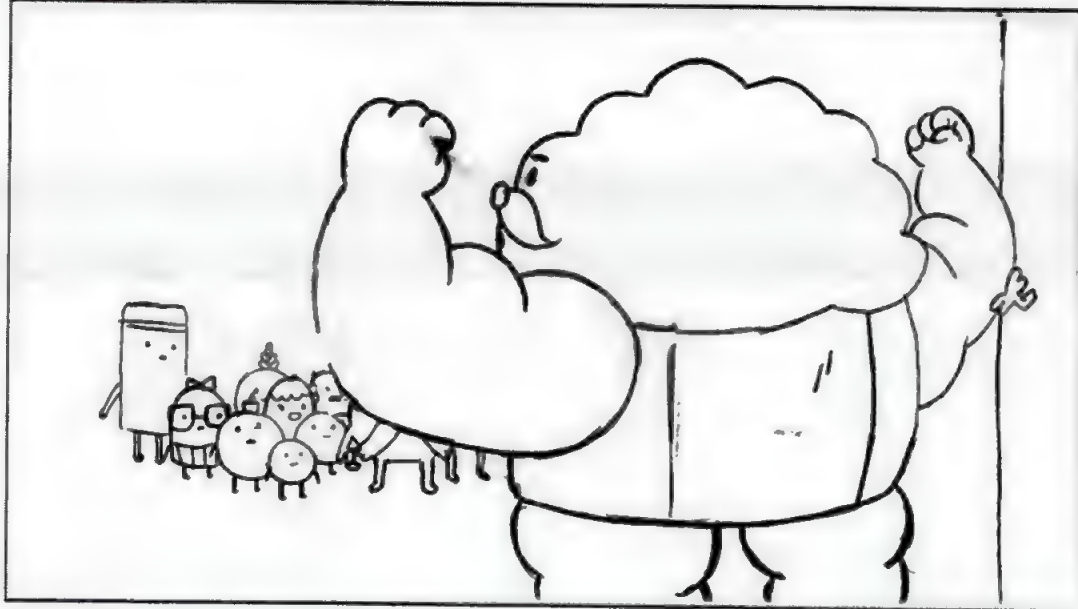
Hi  
Cut

Sc. 63

Pnl. A

Bg.

day night

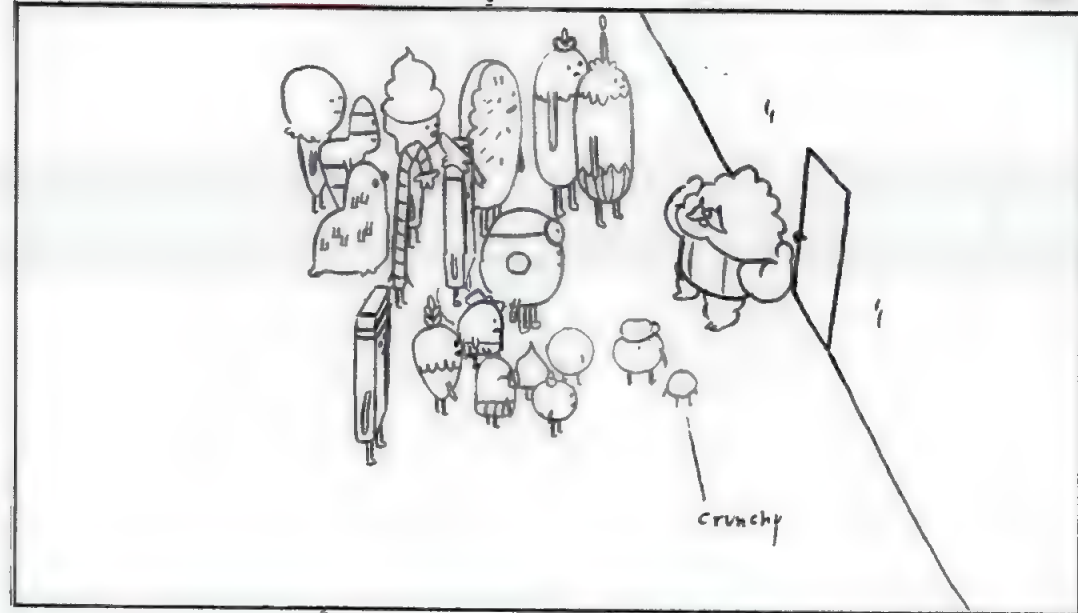


Sc. 64

Pnl. A

Bg.

Page 79  
79A NEXT  
day night



Dialog:

Chet: There's a drill and  
saw in the supply room,  
though.

Action:

Timing:

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# ADVENTURE TIME



Page 79A  
~~80~~ NEXT  
day night

Sc. 64 *CONT*

Pnl. B

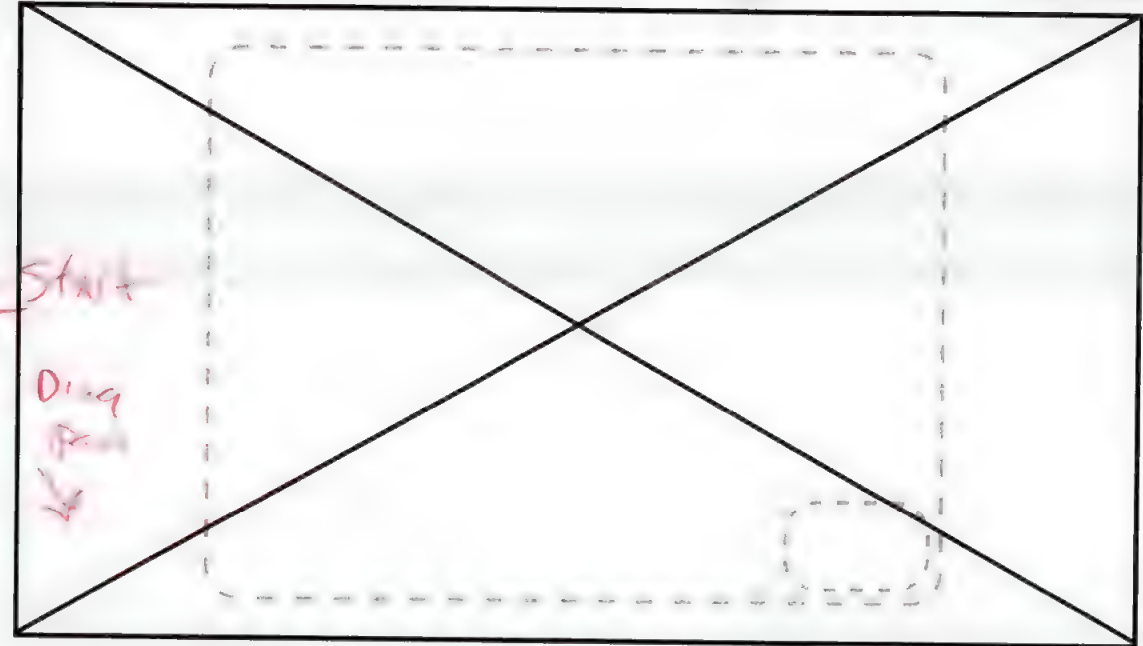
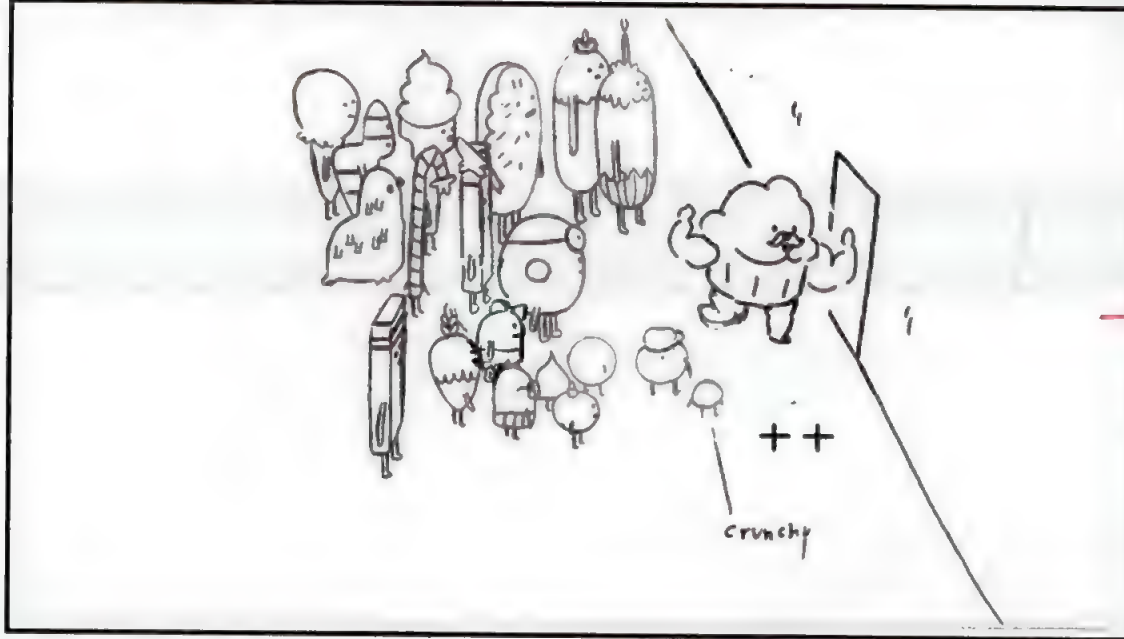
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Mr. Cupcake: IN HERE, YOU SAY?

Action:

Timing:



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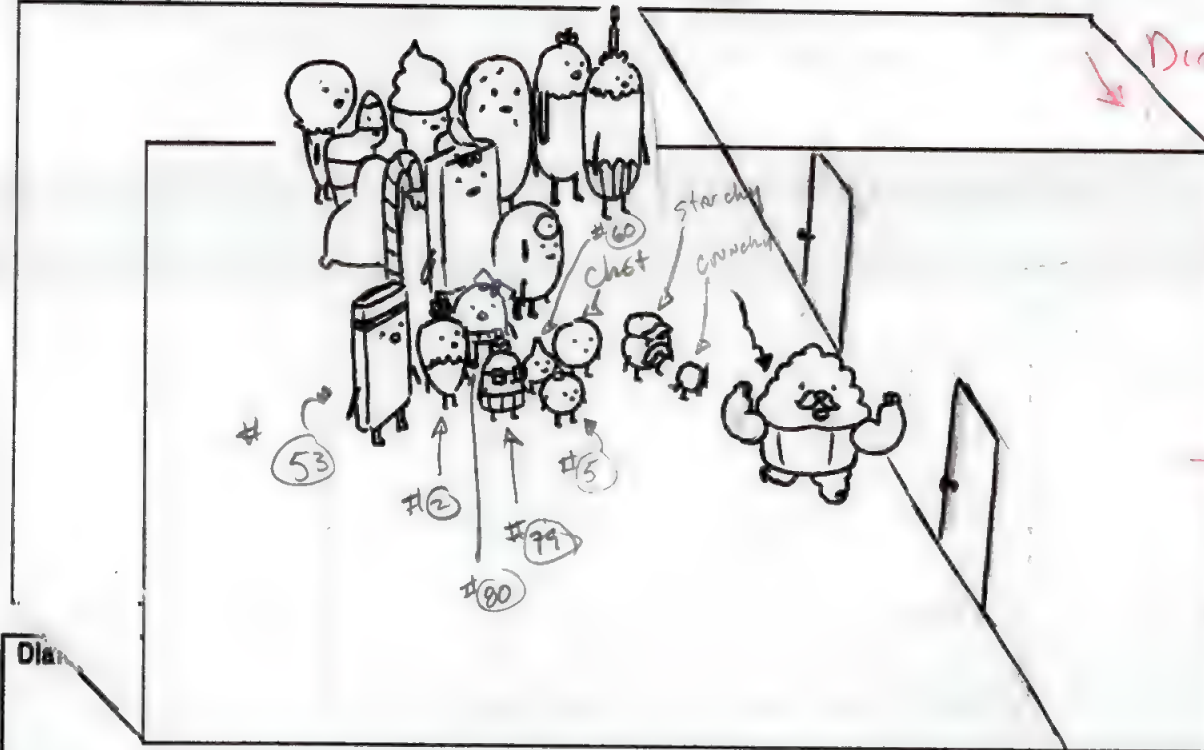


Page 80

Sc. 64 CONT Pnl.

Bg.

day night



Dir.

Action:

-MR. C. WALKS OVER TO OTHER CLOSET.  
-ADJ. W/ACTION

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Timing:

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# ADVENTURE TIME

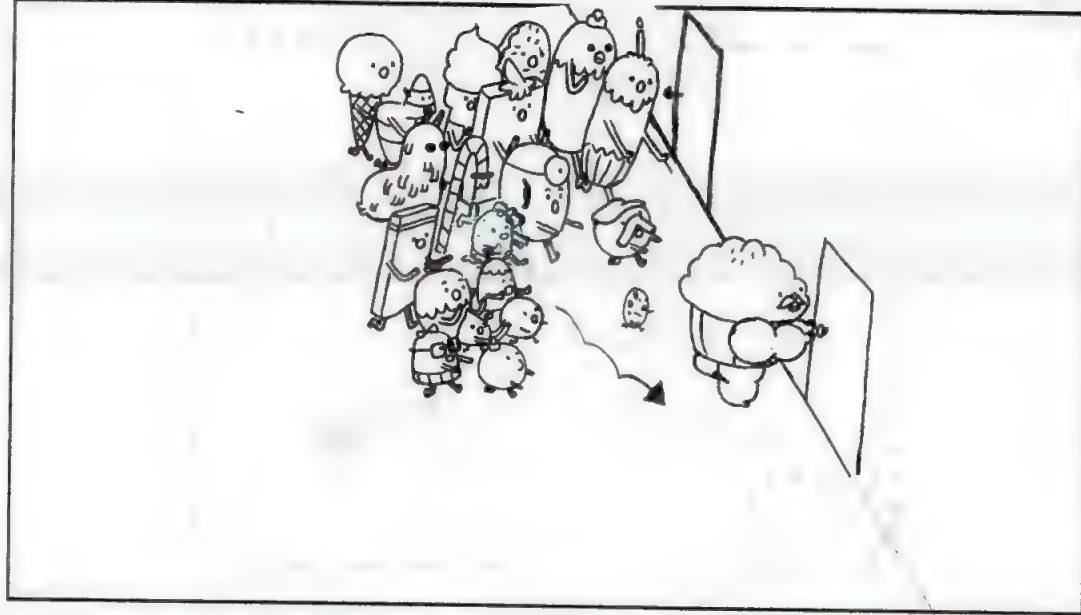


HW Action

Sc. 64 *cont* Pnl. D

Bg.

day night

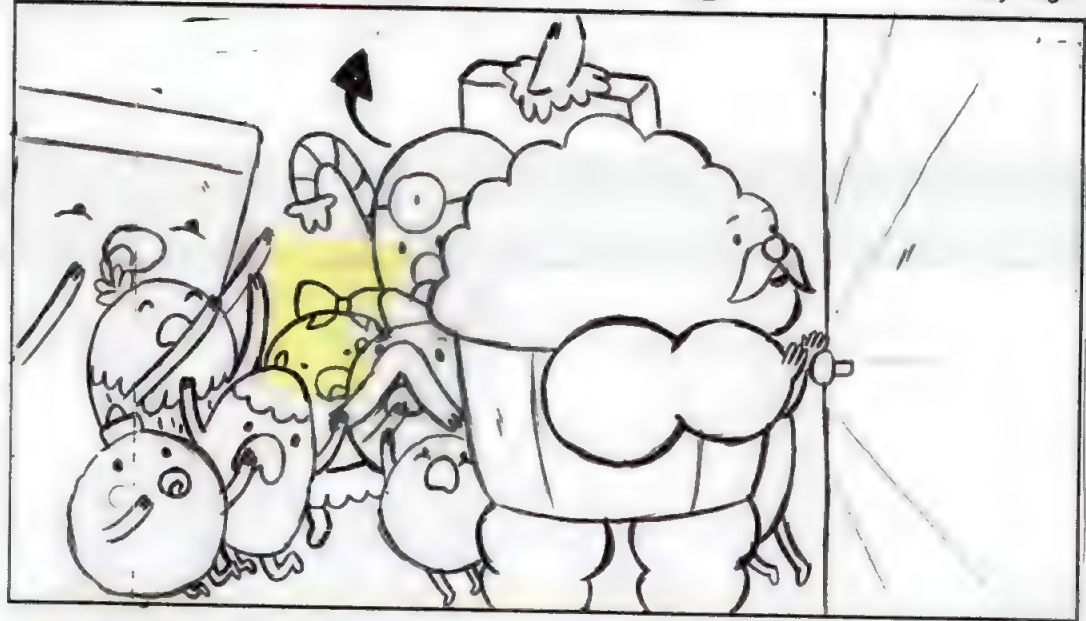


Sc. 65

Pnl. A

Bg.

Page 81  
day night

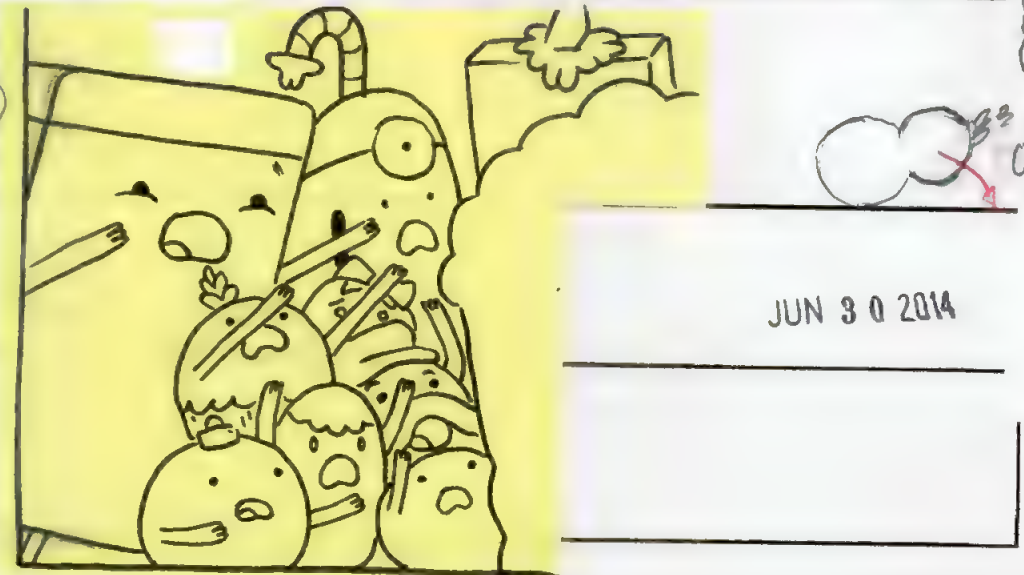


Dialog:

everyone: No. don't!

Action:

Timing:



A2 SP

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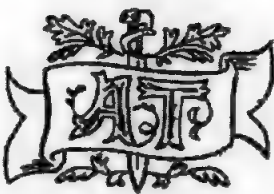
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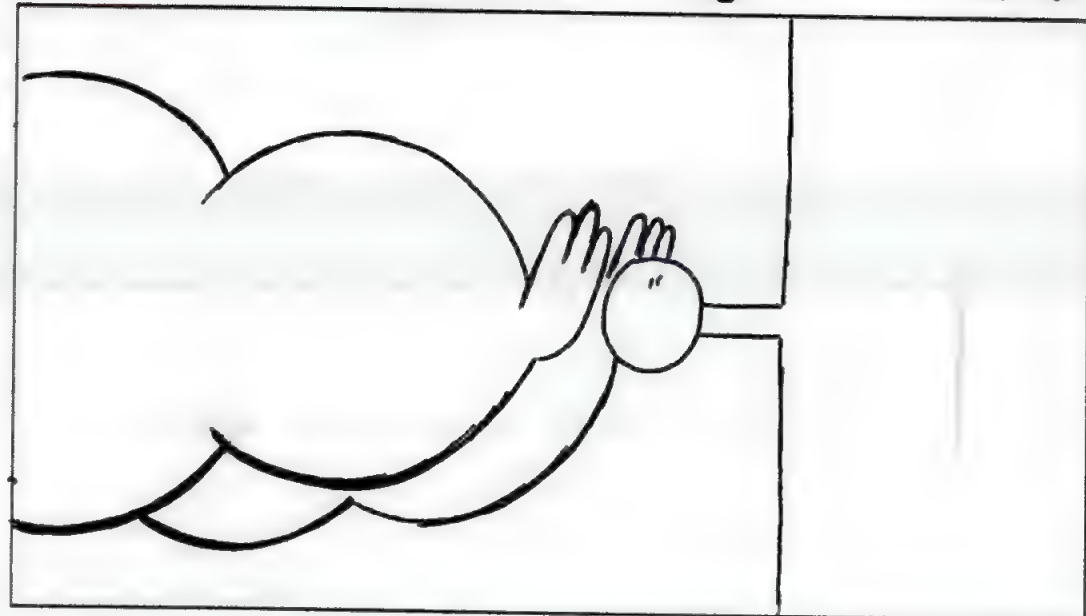
# ADVENTURE TIME

Sc. 66

Pnl. A

Bg.

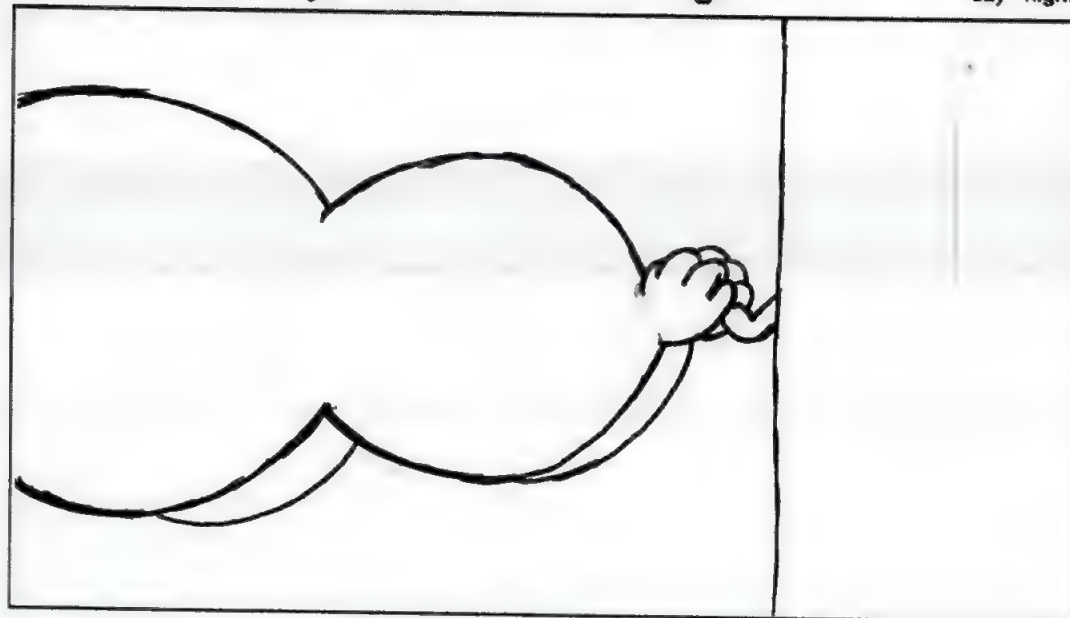
day night



Sc. 66 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: \* SKRONK \*

Action:

-MR. C. CRUSHES SUPPLY CLOSET DOOR  
HANDLE

Timing:

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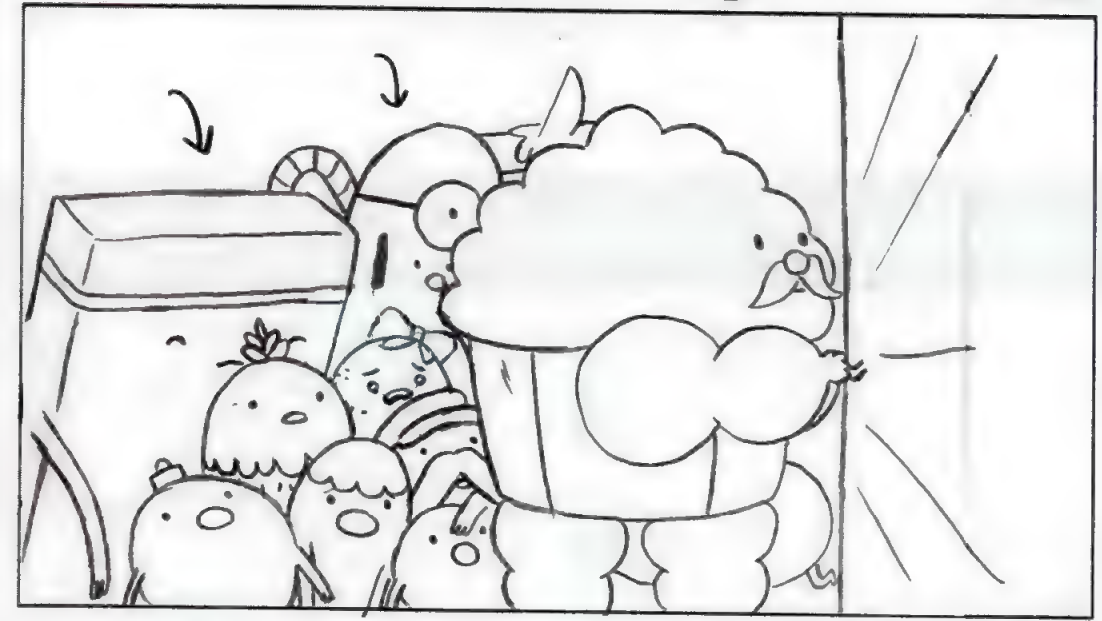


Sc. 67

Pnl. A

Bg.

day night

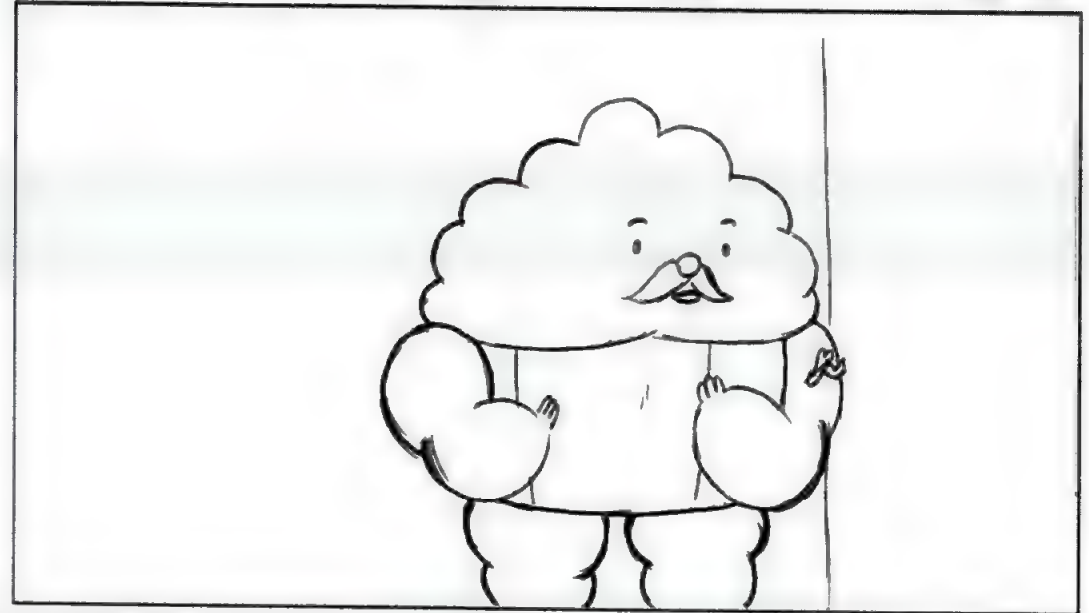


Sc. 67 cont Pnl. B

Bg.

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day night



Dialog:

CANDY PEOPLE : AWW.

Action:

Timing:

AL



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EPISODE #

Production :

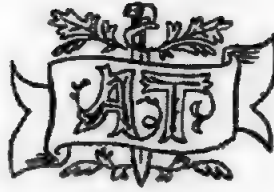
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1025/189

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# ADVENTURE TIME



Sc. 67 CONT Pnl. C

Bg.

day night



Sc. 67 CONT Pnl. D

Bg.

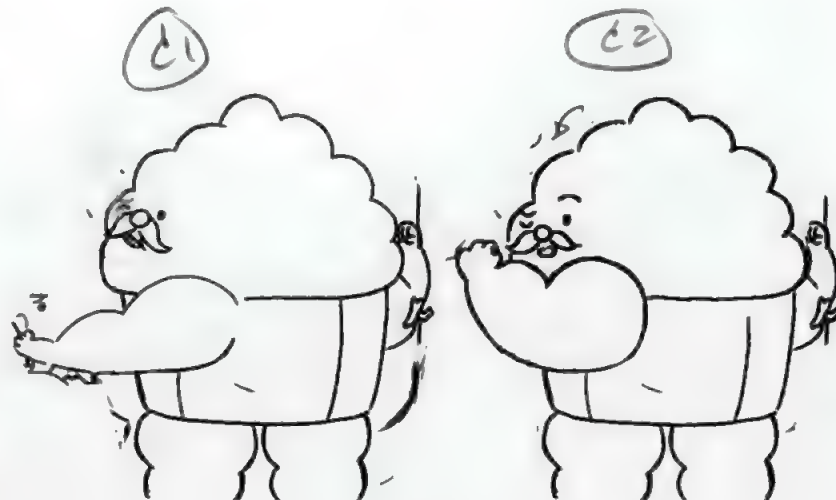
day night



Dialog:

Action:

Timing:



~~CHET~~  
CHET THEY'RE SURELY GOING TO DIE!! NOW!!!!

Mr. Cupcake winking and flexing at choco berry.

JUN 30 2014



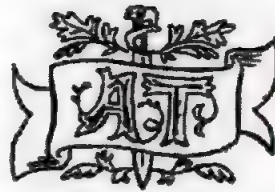
EPISODE # 1025-189

Production :

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# ADVENTURE TIME



Sc. 67 *cont* Pnl. E

Bg.

day night



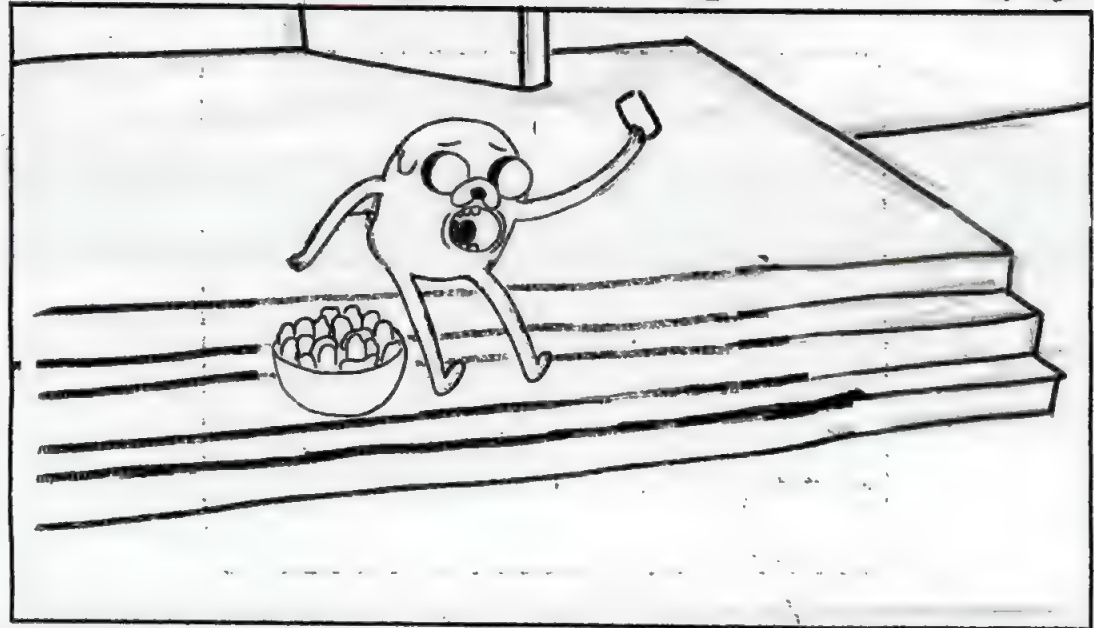
Sc. 68

Pnl. A

Bg.

day night

Page 85

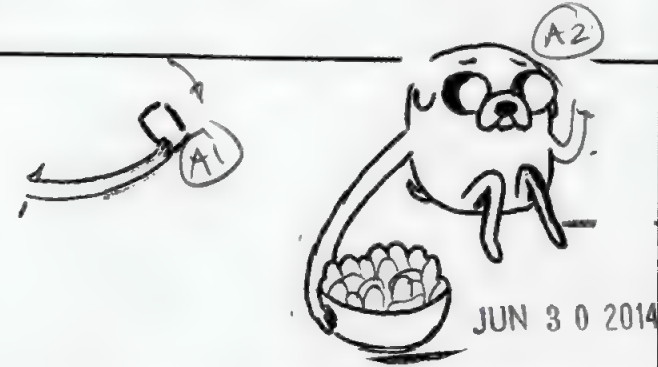


Dialog: Jake: (O/S) Ya, Guys!

J: You gotta do something!  
That's my best friend in there!

Action: - Candy People look left.

Timing:



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Production:



# ADVENTURE TIME



Sc. 68 *CONT* Pnl. *B*

Bg.

day night

Sc. 68A

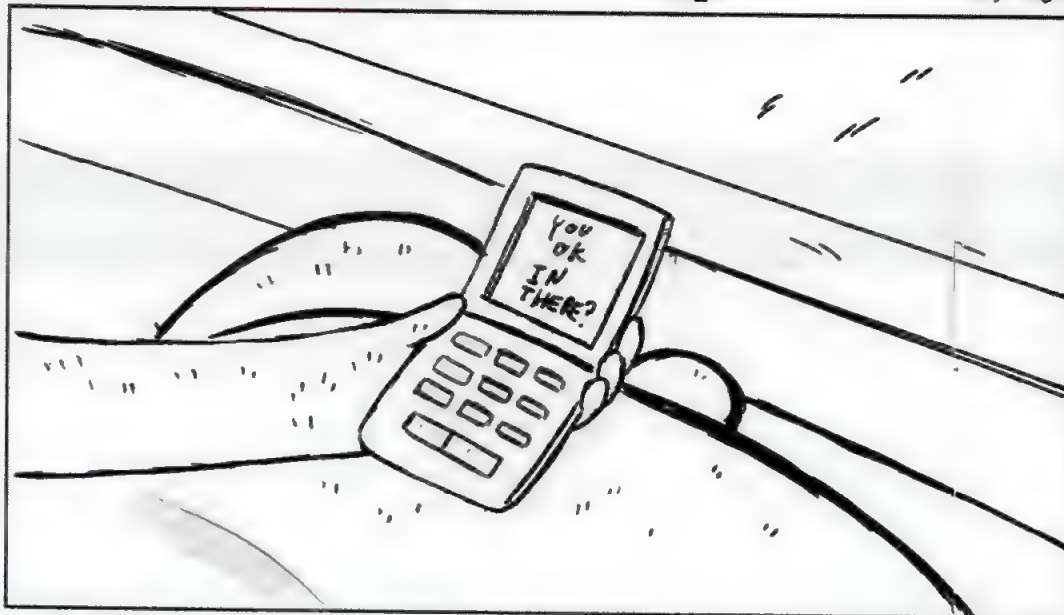
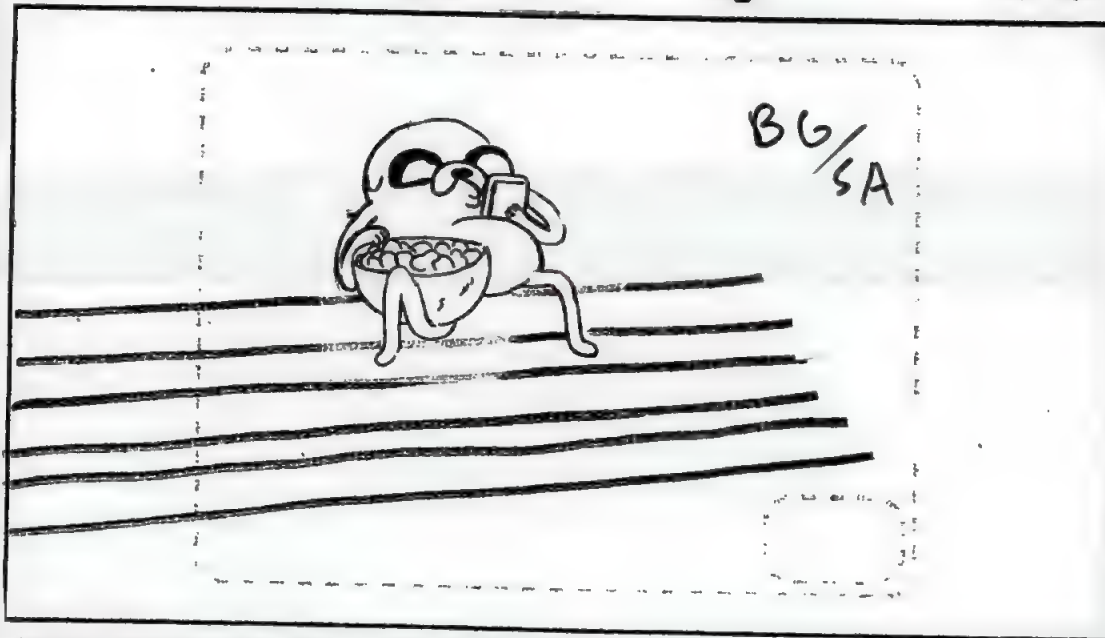
Pnl. A

Bg.

Page *86*

day night

*Cut*



Dialog:

*J: (v/o) You okay in there.*

Action:

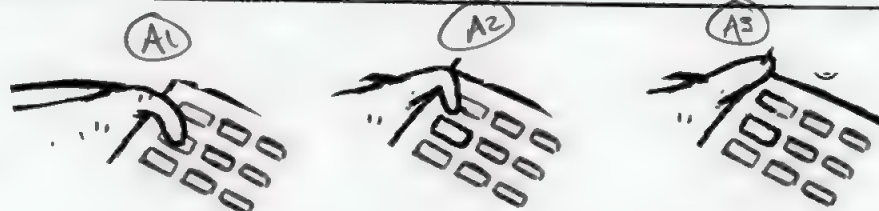
*- JAKE SLUMPS BACK AND PULLS OUT PHONE.*

*(Daddy's Little monster phone)*

*- JAKE TEXTS FINN.*

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Timing:



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# ADVENTURE TIME

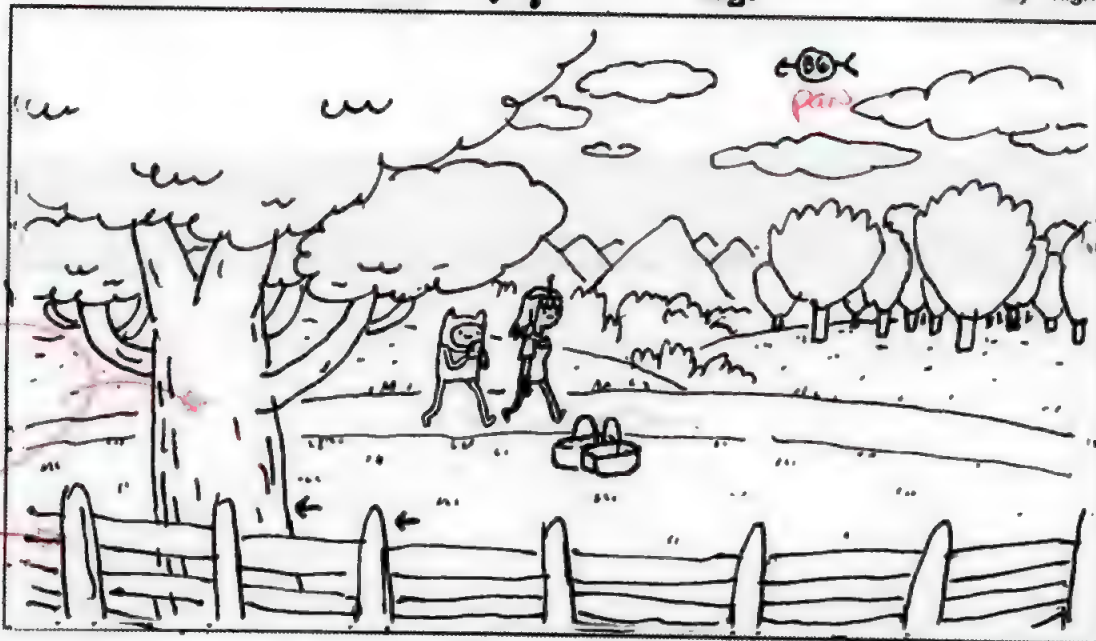


Sc. **69**

Pnl. **A**

Bg.

day night

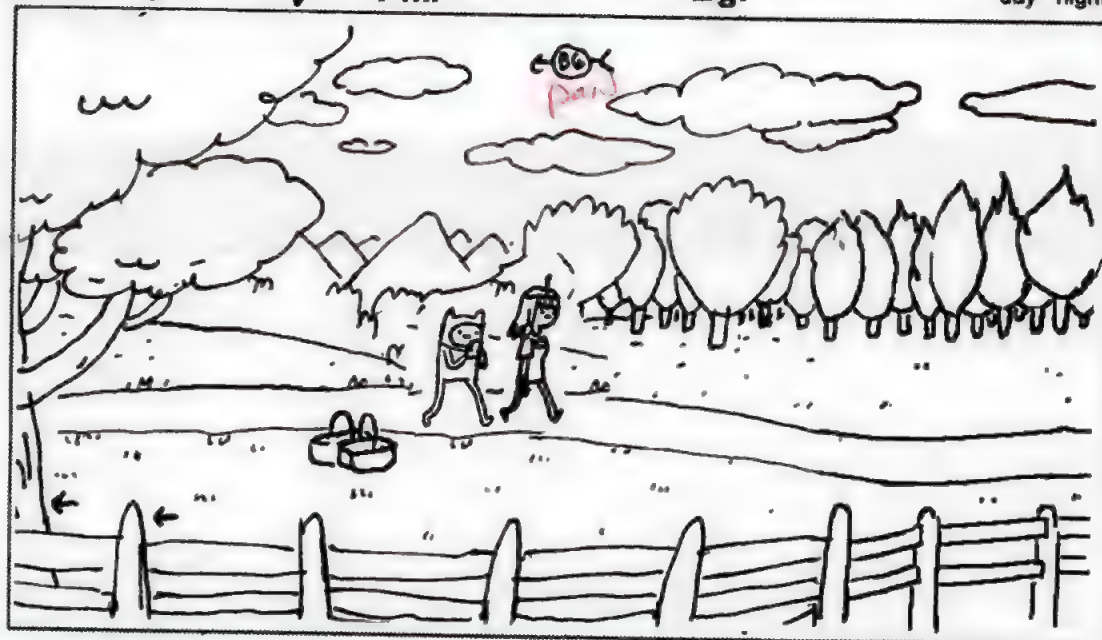


Sc. **69 CONT**

Pnl. **B**

Bg.

Page **87**  
day night



Dialog:

Multi-plane pan set-up

Action:

F+PB WALK IN BEAUTIFUL, LUSH  
GREEN FIELD.

Timing:

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# ADVENTURE TIME



Page 87A

08WEXT  
day night

Sc. 70

Pnl. A

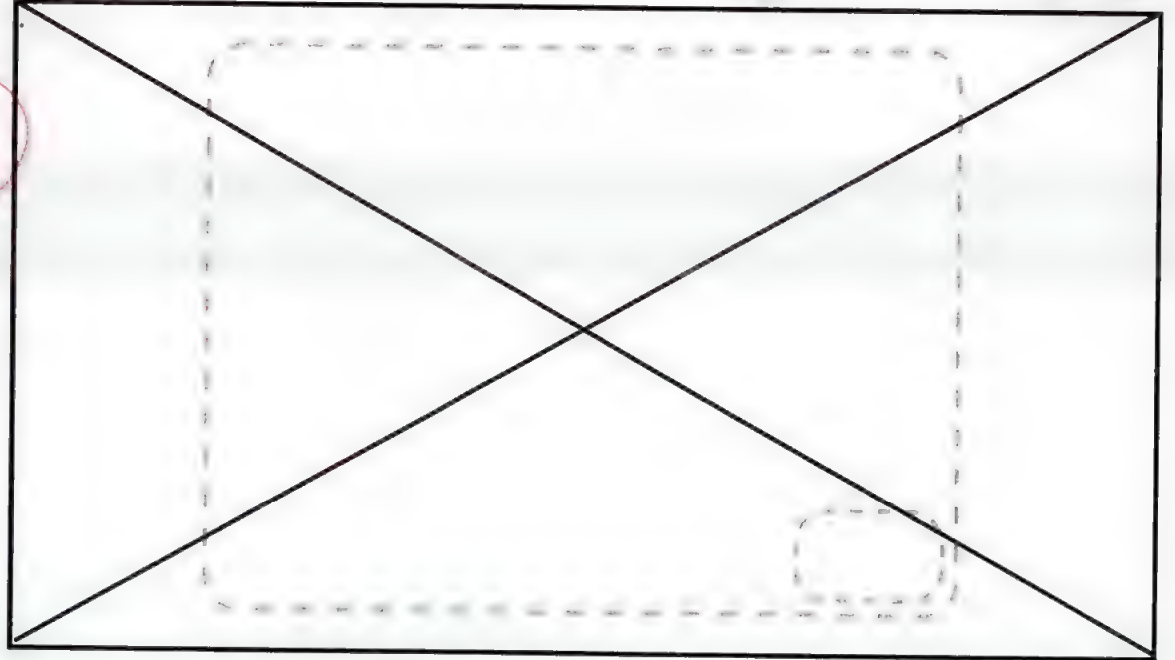
Bg.

day night

Sc.

Pnl.

Bg.



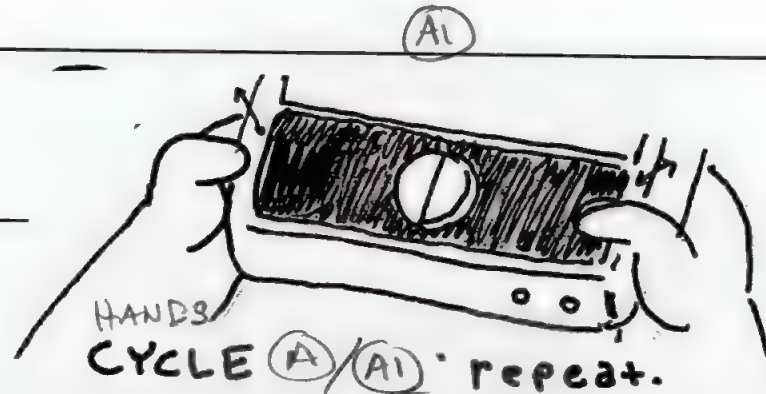
Dialog: F (v/o)/ Yeah we went out the secret coat passage.

Action:

- FINN TAPS HIS THUMBS ON PHONE PAD
- WORDS TYPE OUT ON SCREEN

Timing:

OUT THE (A1)  
OUT THE SECRET (A2)  
OUT THE SECRET COAT (A3)  
OUT THE SECRET COAT PASSAGE (A4)



HANDS  
CYCLE (A)/(A1) repeat.

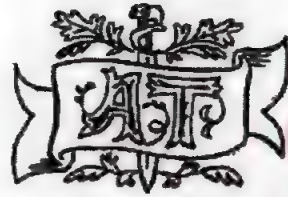
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Production:

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# ADVENTURE TIME



*Cut*

Sc. **70 CONT**

Pnl. **B**

Bg.

day night

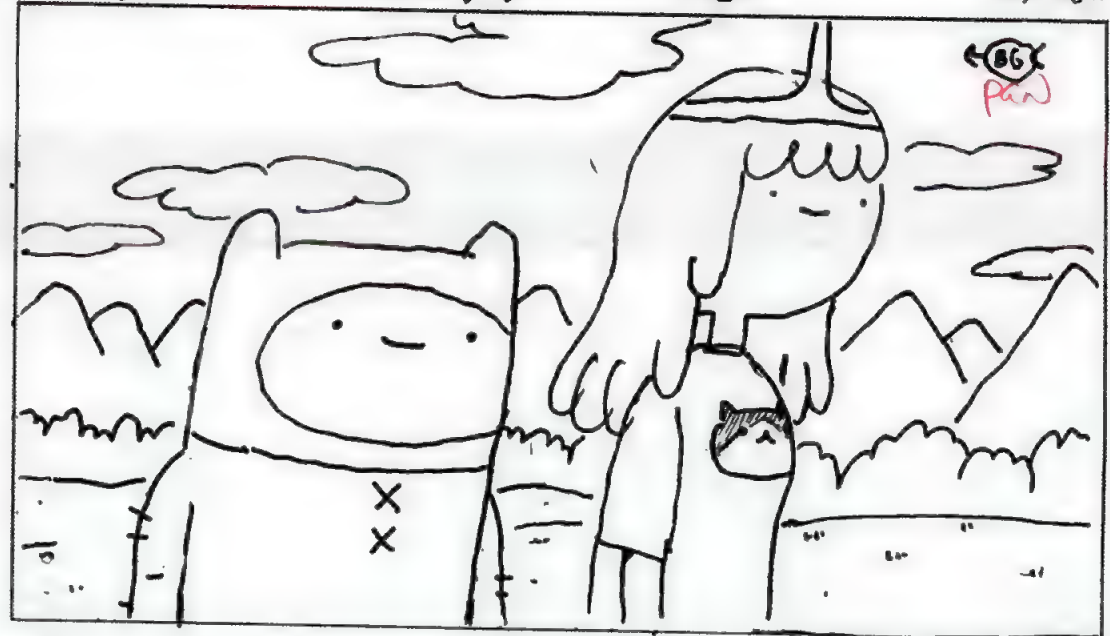


Sc. **71**

Pnl. **A**

Bg.

day night



Dialog:

PB: [INHALE, EXHALE]

Multi-plane  
Pan set-up

Action:

- F LOWERS THE PHONE OUT OF FRAME

- PB BREATHES  
SLOWLY.

Timing:

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Producti

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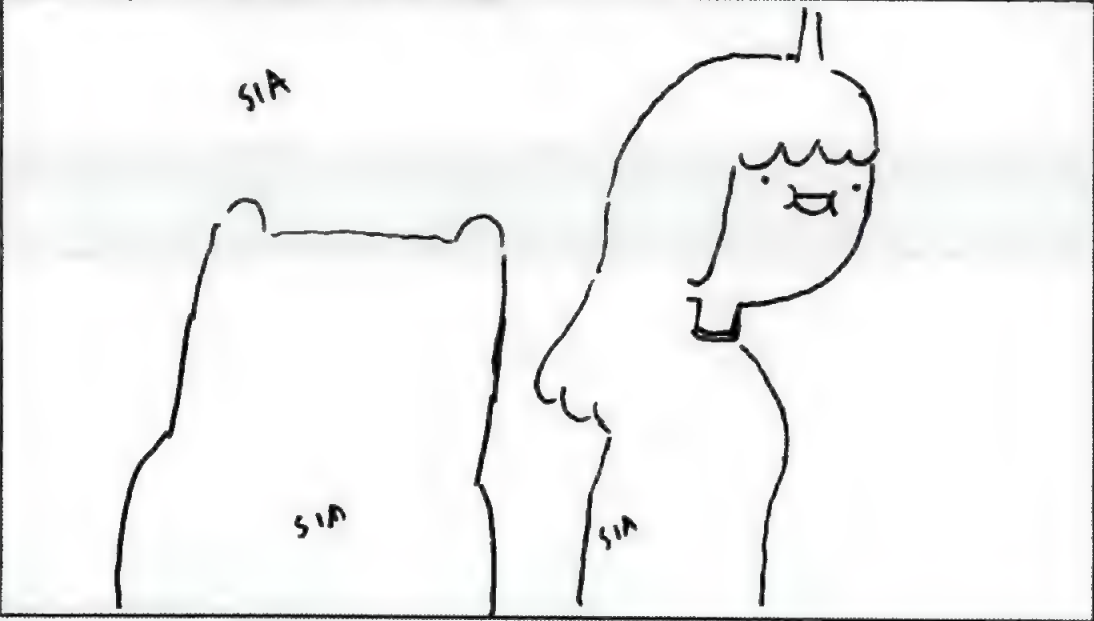
ADVENTURE TIME



Sc. 71 CONT Pnl. B

Bg.

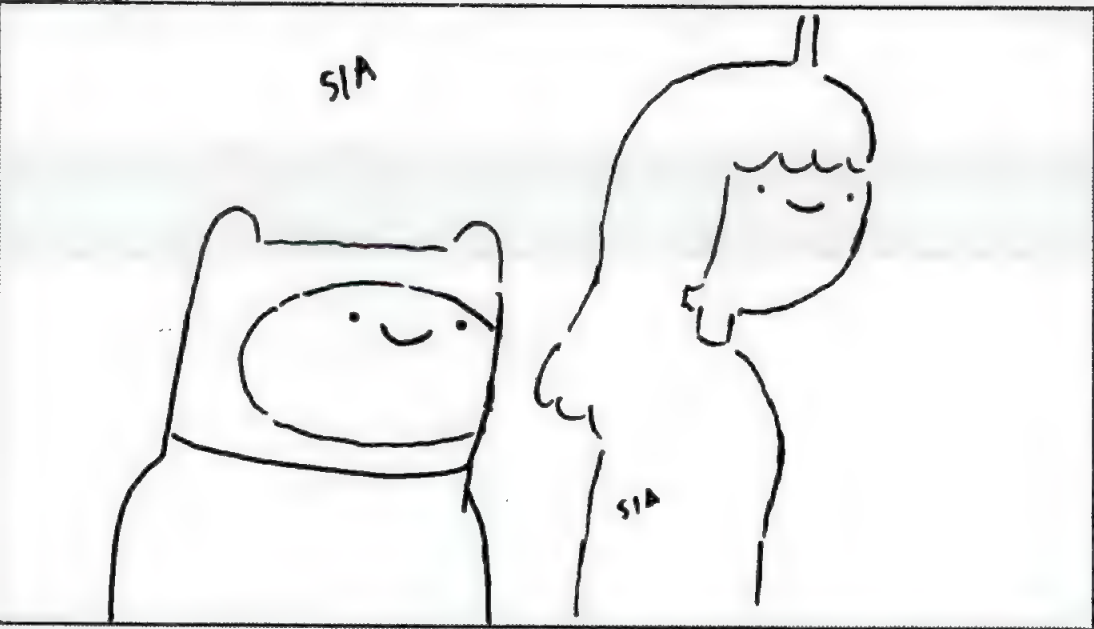
day night



Sc. 71 CONT Pnl. C

Bg.

day night



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but

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Dialog:

PB: IT'S NICE TO GET AWAY SOMETIMES.

F: MM.

Action:

- FINN SEES SOMETHING UP AHEAD

Timing:

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(C1)



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# ADVENTURE TIME



Page **90**

Sc. **72**

Pnl. **A**

**AI**



Dialog:

E: (off) CANDY PEEPS CAN BE A HANDFUL, HUH?

Action:

- DRIFT ACROSS HORSES  
- HORSES WAVE



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Timing:

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Production :

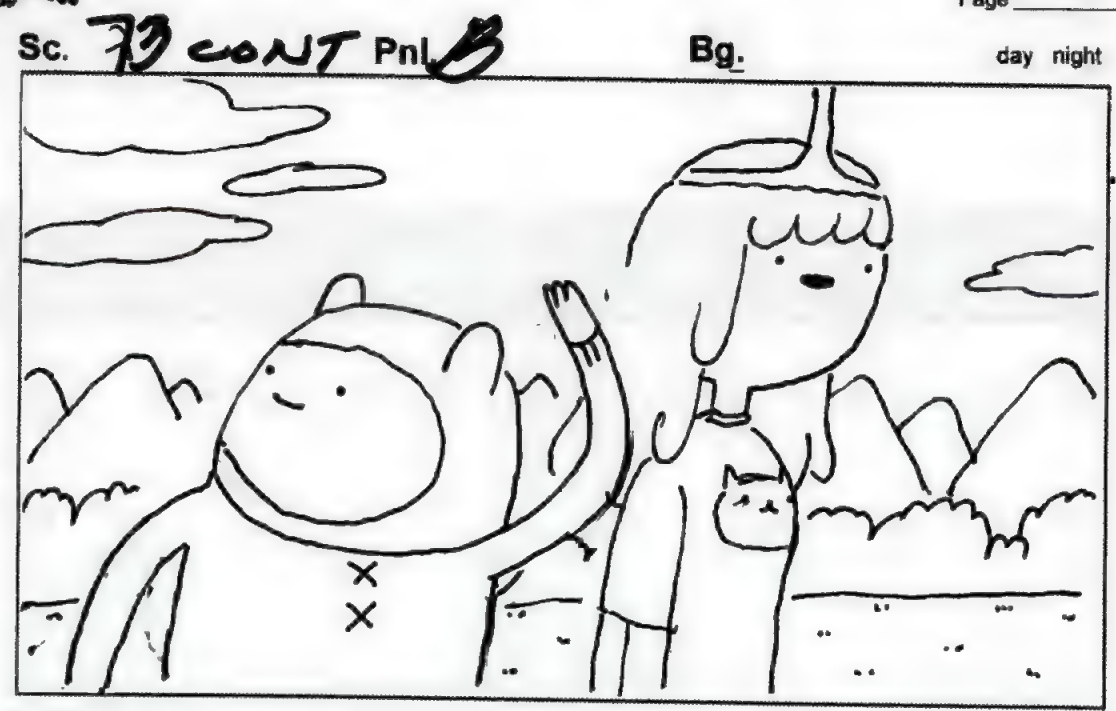
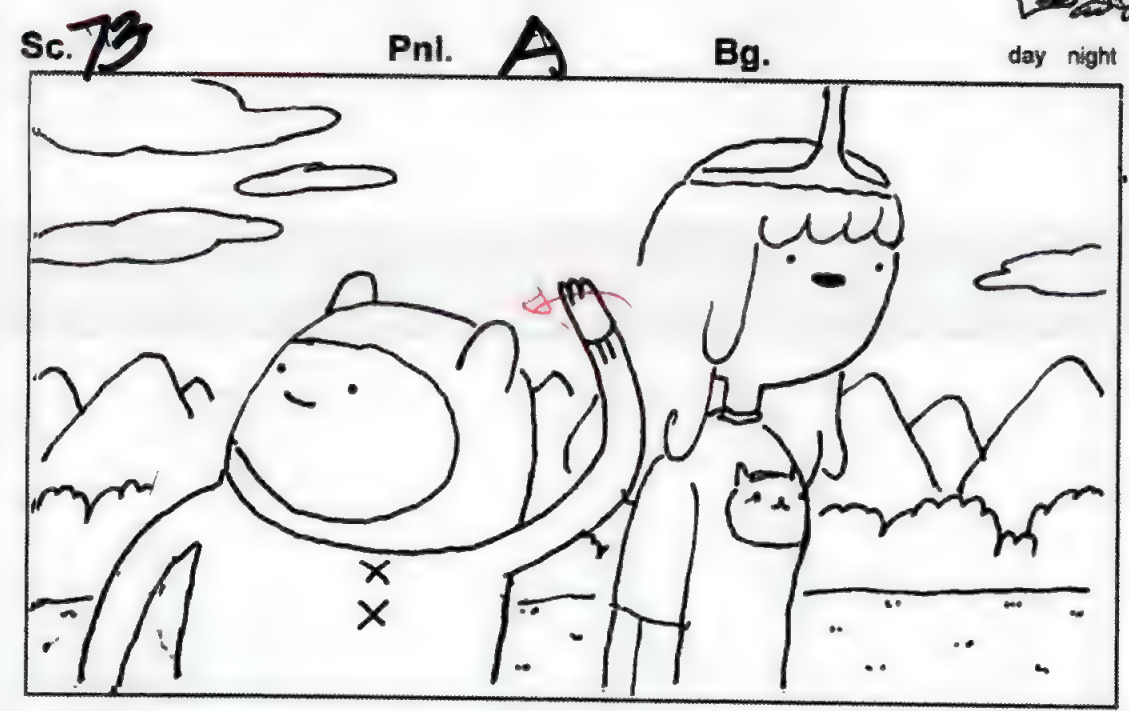
1025/189



1025/189

Cut

# ADVENTURE TIME



Dialog:

PO: YEAH. THEY MEAN WELL THOUGH.

Action: - FINN WAVING, LOOKING OFF/S

Timing:

(AI)

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Production :

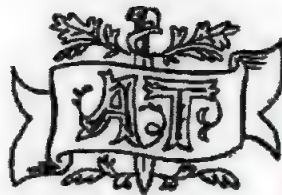
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ADVENTURE TIME



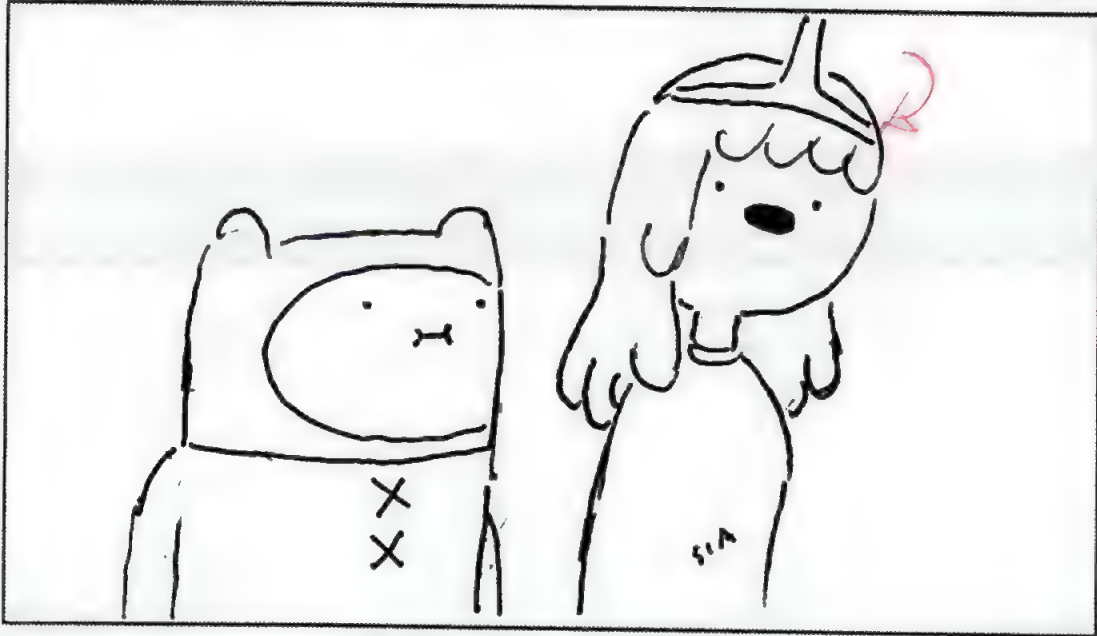
NO SC 74

Page 92  
NO PG 93  
day night

Sc. **73 CONT** Pnl. C

Bg.

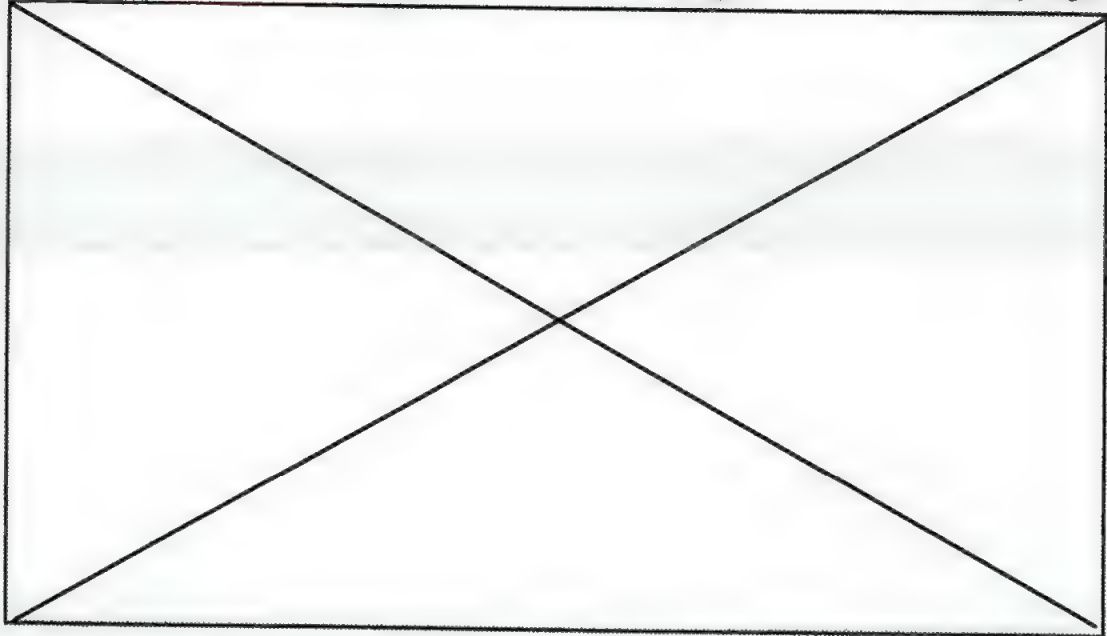
day night



Sc.

Pnl.

Bg.



Dialog:

**PB:** YOU WANNA MEET TIMMY?

Action:

Timing:



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1025/189  
Production :

1025/189

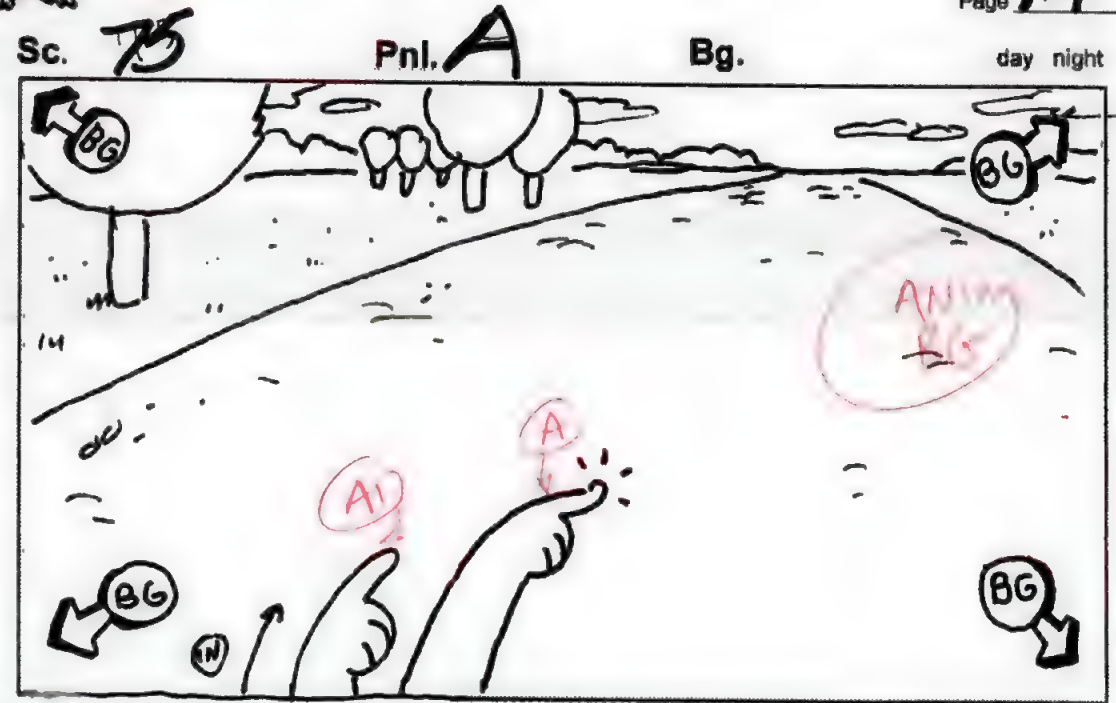
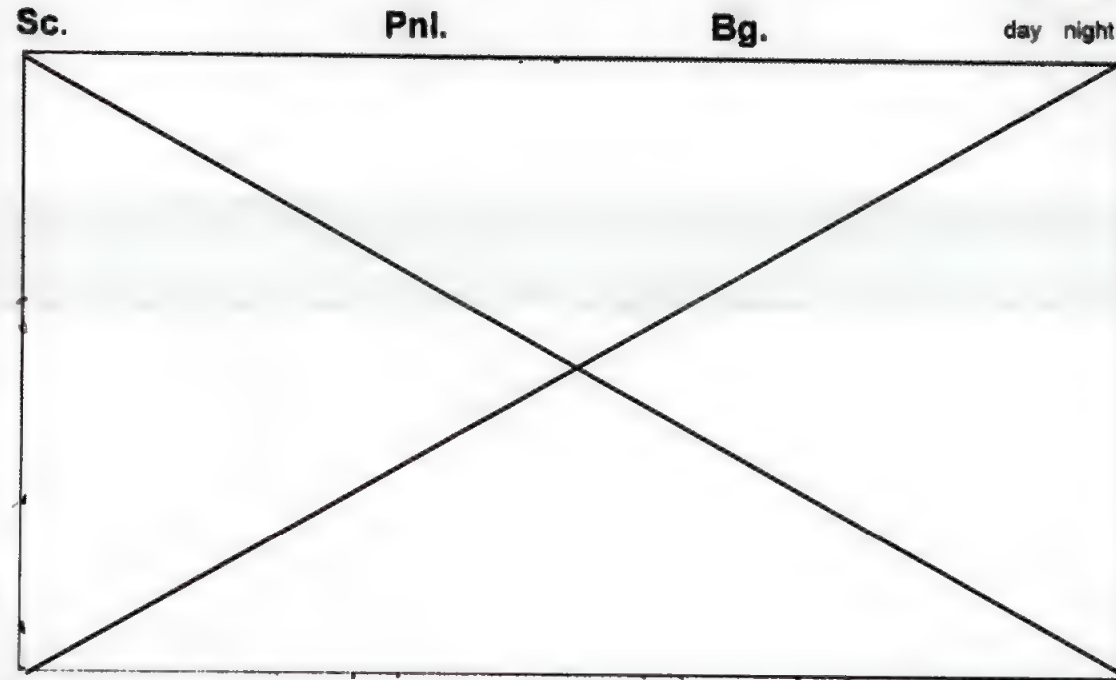


# ADVENTURE TIME



*Cart*

Page **94**



Dialog:

---

Action:

---

Timing:

---

SFX : Boop

- ANIM*
- BG TRUCK IN
  - PB'S HAND COMES UP ON/S, PRESSES AN INVISIBLE BUTTON IN THE AIR

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Production :

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# ADVENTURE TIME

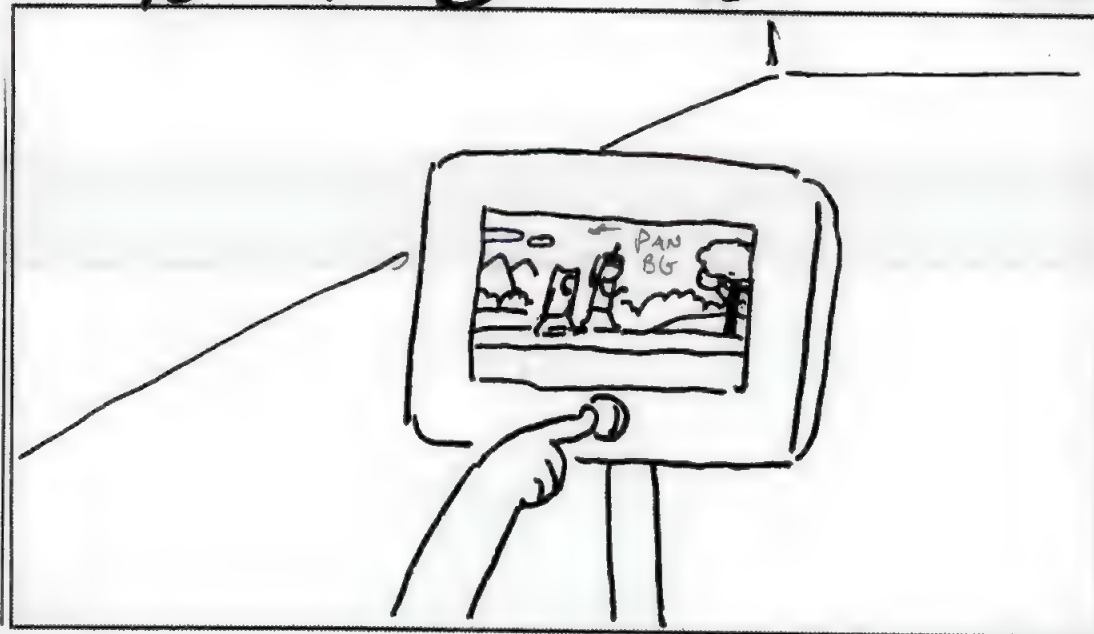


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Sc. **75 CONT** Pnl. **B**

Bg.

day night

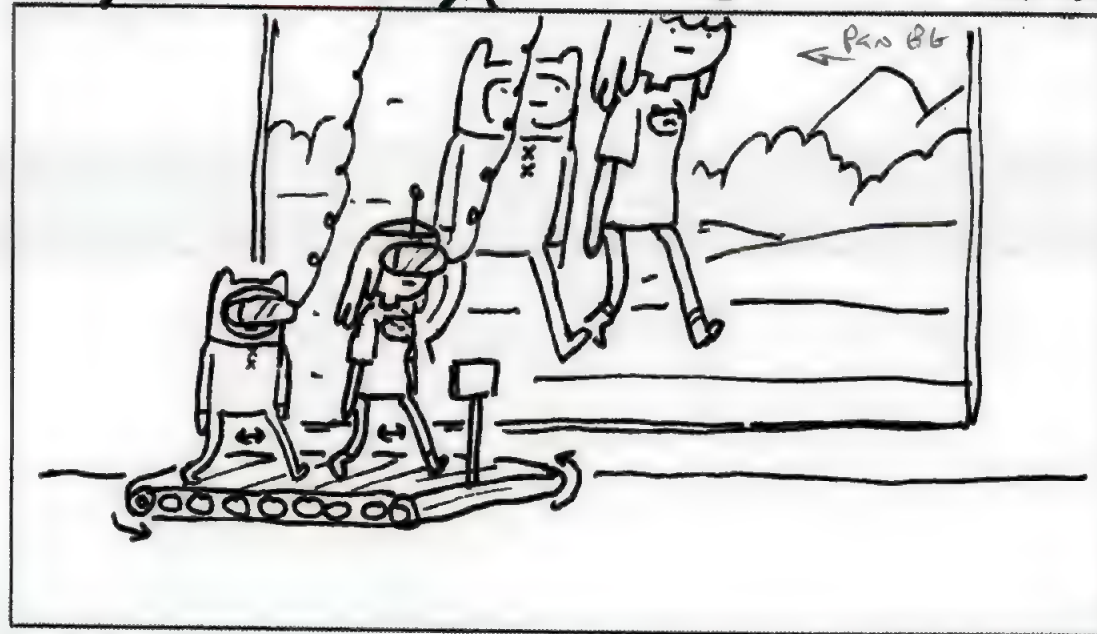


Sc. **76**

Pnl. **A**

Bg.

day night



## Dialog:

XX

SFX: 222 RRP

X-DISS  
to BG & monitor  
w/ Fw & PB walking

## Action:

- BG DISSOLVES INTO A ROOM INTERIOR
- PB'S HAND DROPS OUT OF FRAME, SCREEN PB CORRESPONDS

## Timing:



- PB + F WALKING ON TREADMILL
- PROJECTION BEHIND THEM
- DARK, STONE INTERIOR

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Production:

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# ADVENTURE TIME

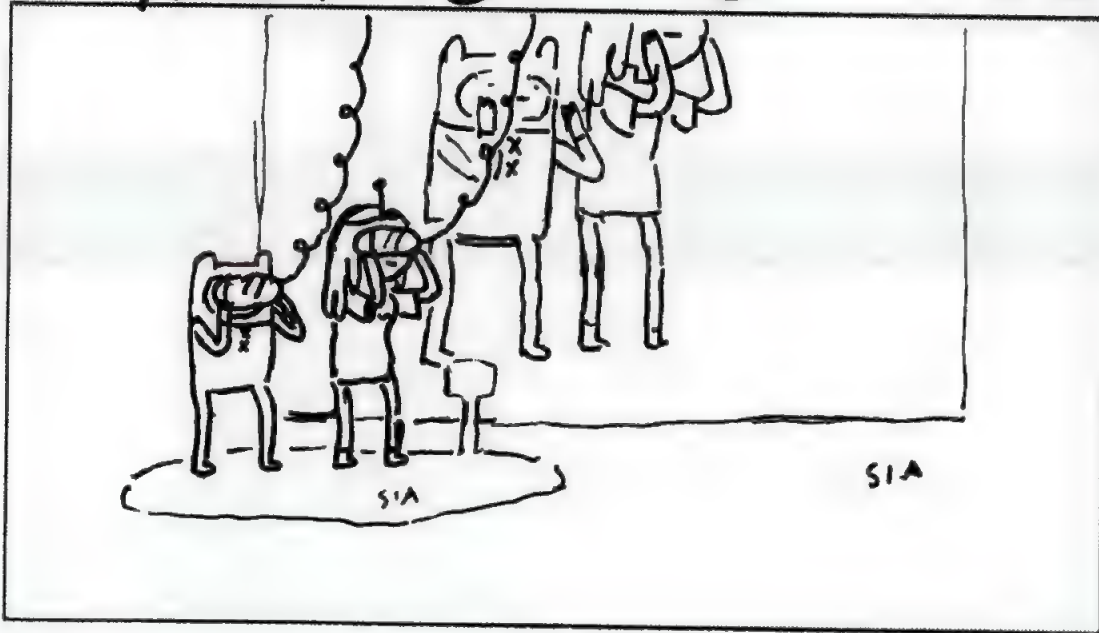


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Sc. **76 CONT** Pnl. **B**

Bg.

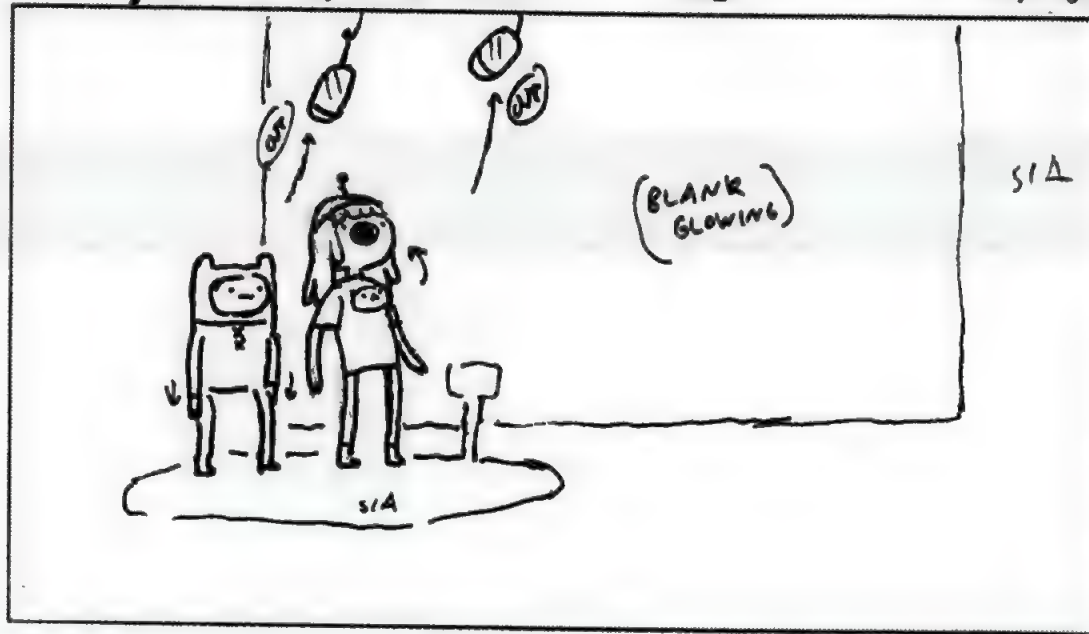
day night



Sc. **76 CONT** Pnl. **C**

Bg.

day night



Dialog:

Action:

- F + PB TAKE OFF VR GOGGLES  
- SCREEN BLANKS OUT INTO  
A WHITE GLOWING SCREEN?

Timing:

PB: (DEEP INNAVE)

- GOGGLES SPRING UP OUT OF FRAME

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Production :

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# ADVENTURE TIME

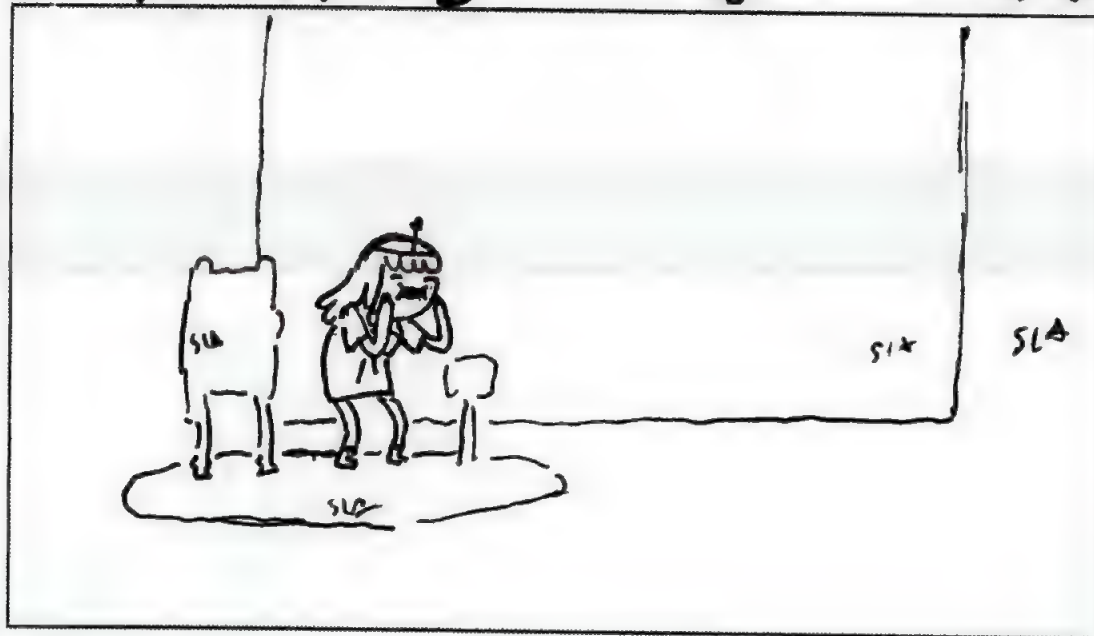


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Sc. 76 CONT Pnl. D

Bg.

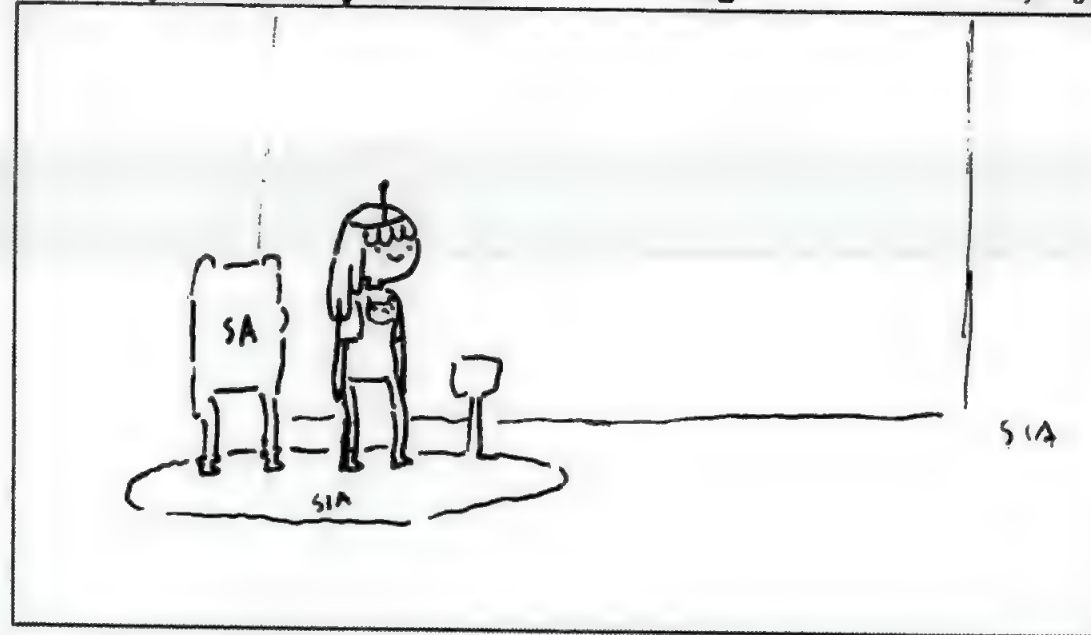
day night



Sc. 76 CONT Pnl. E

Bg.

day night



Dialog:

PB :  
(HIGH PITCHED)  
TIMMYYY!

SFX : TUK TUK TUK  
TUK TUK TUK TUK

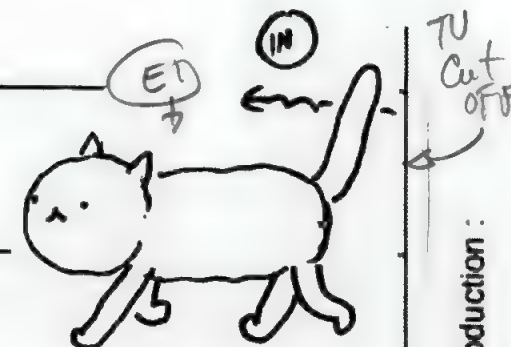
Timmy/ [meow]

Action:

- GIANT CAT  
WALKS ON/S.

Timing:

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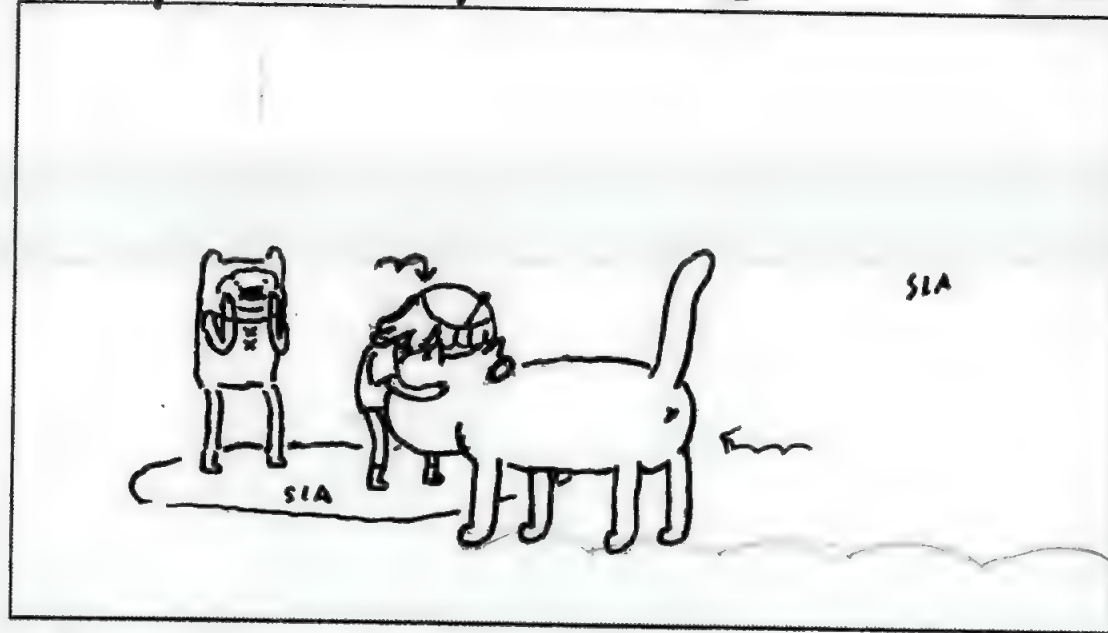
# ADVENTURE TIME



Sc. 76 CONT Pnl. F

Bg.

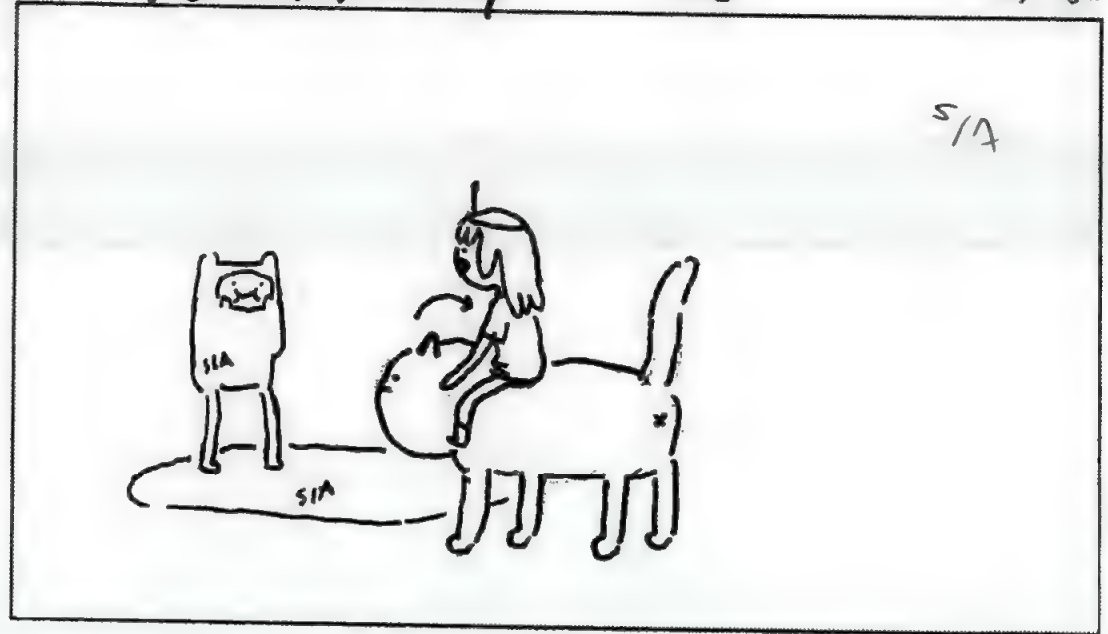
day night



Sc. 76 CONT Pnl. G

Bg.

day night



Dialog:

F : AWW, SO SQUISH !

PB : [WHALE THRU NOSE]

Action:

-PB RUBS HER FACE ON THE CAT'S FACE

-PB HOPS ONTO CAT

Timing:

JUN 3 0 2014



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1025-189

HU  
Cat

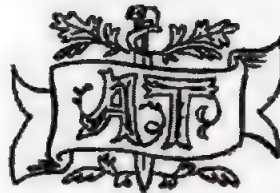
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Production :

1025/189

100  
Cute

# ADVENTURE TIME



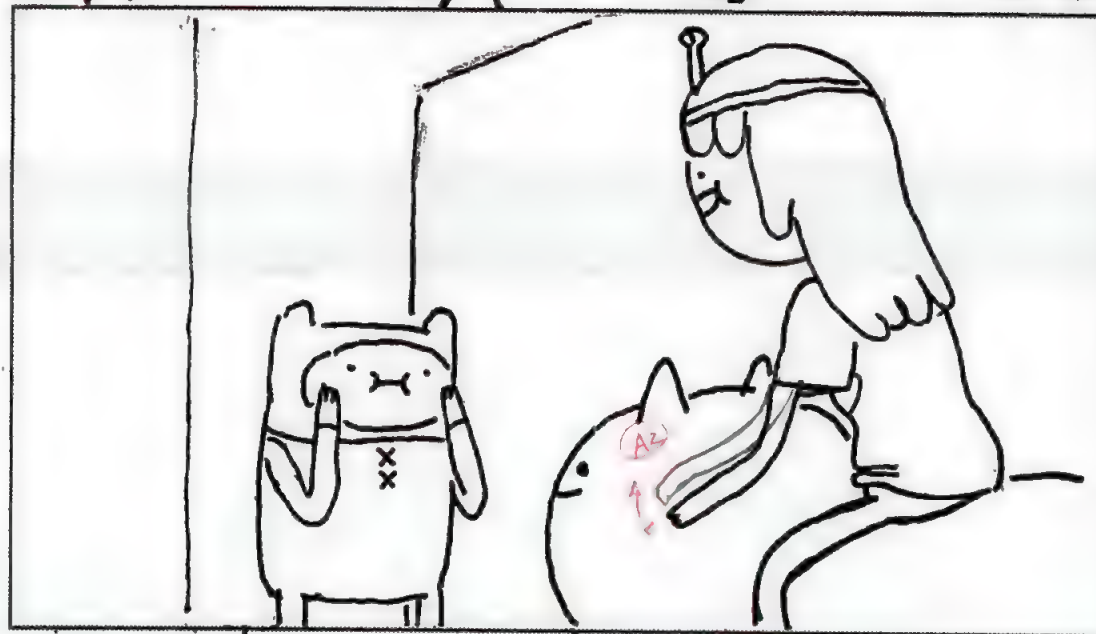
Page 99

Sc. 77

Pnl. A

Bg.

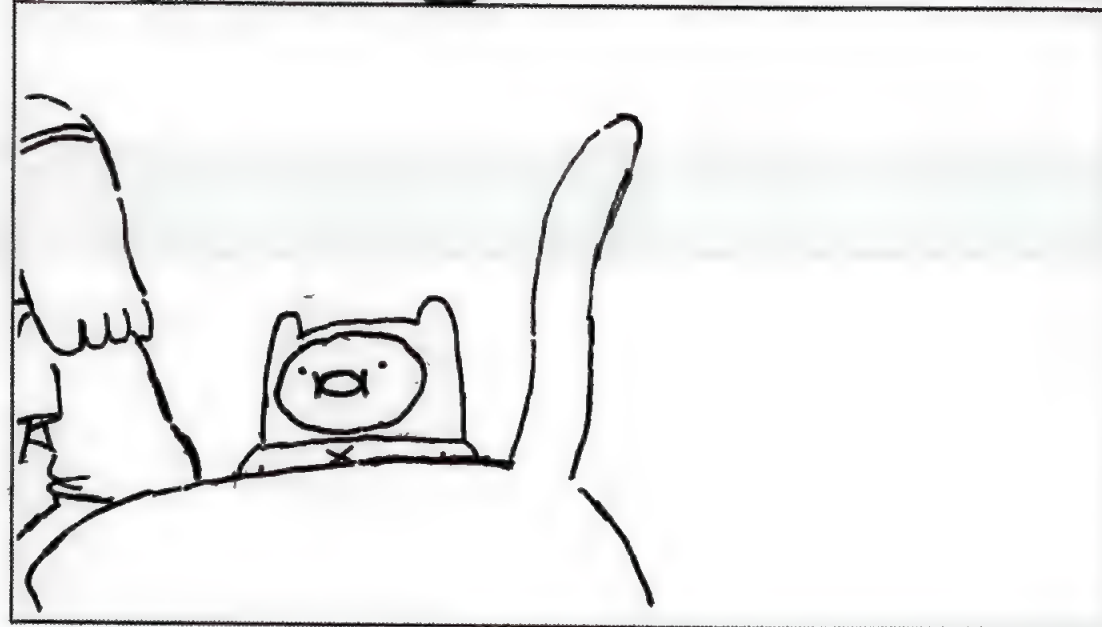
day night



Sc. 77 CONT Pnl. B

Bg.

day night

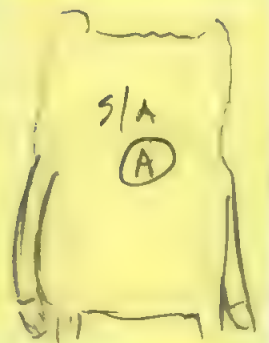


Dialog:

PB/ Hop on!

F: OKAY!

Action:



A1

- F LEANS SIDEWAYS  
PUTS HIS LEG OVER CAT

Timing:



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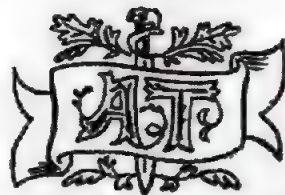
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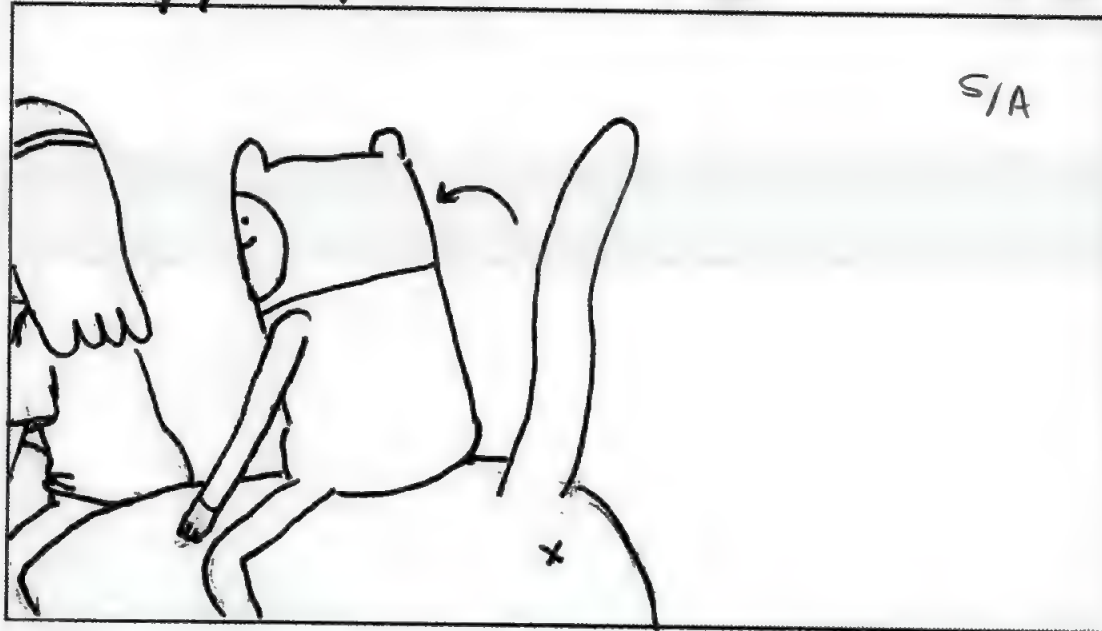
# ADVENTURE TIME



Sc. 77 CONT Pnl. C

Bg.

day night

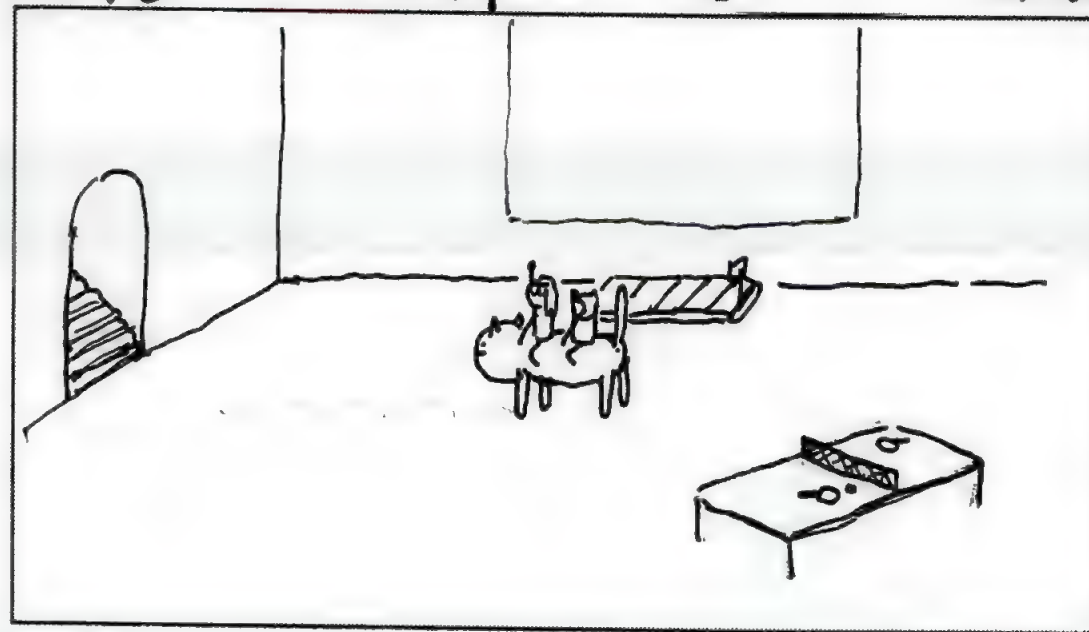


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Timmy/ [meow]

Action:

- F HOPS ONTO CAT

JUN 3 0 2014

Timing:

Production :

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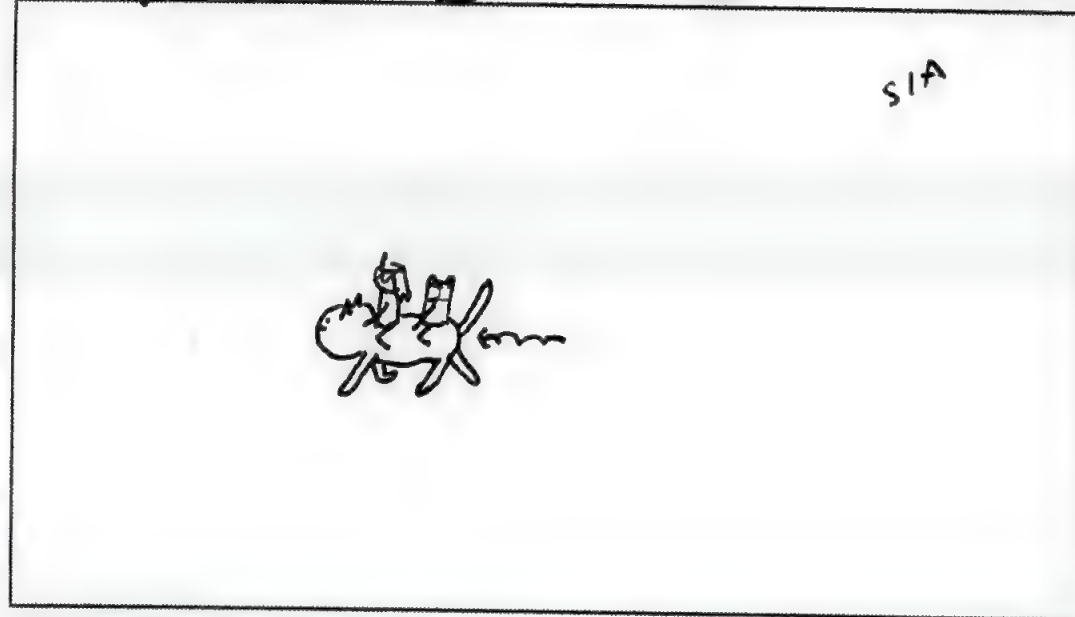
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# ADVENTURE TIME

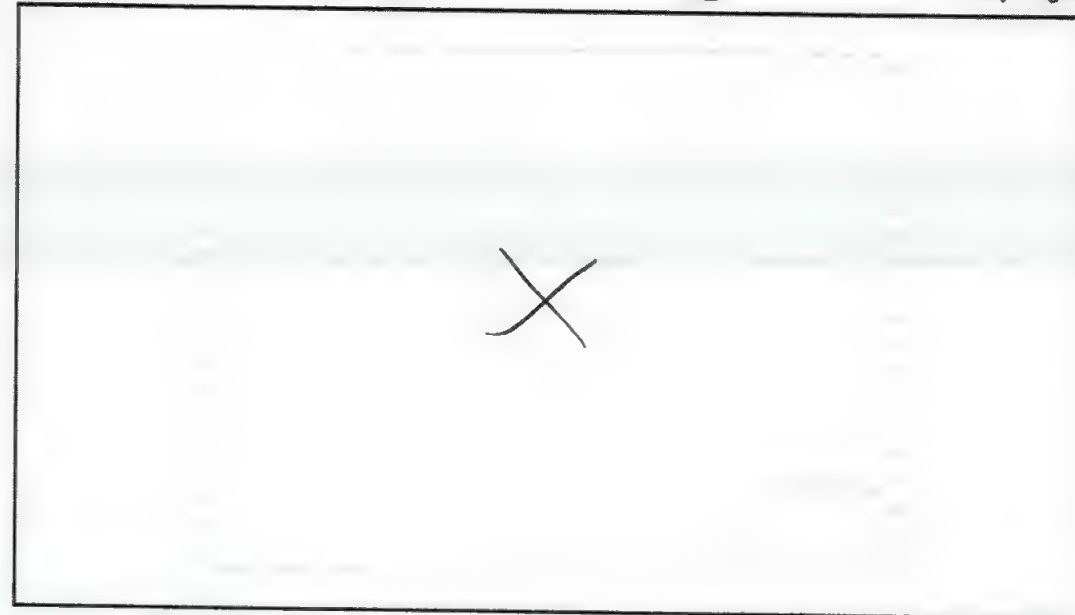


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Sc. **78 CONT** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	- CAT SCURRIES FORWARD
Timing:	JUN 30 2014

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Production :

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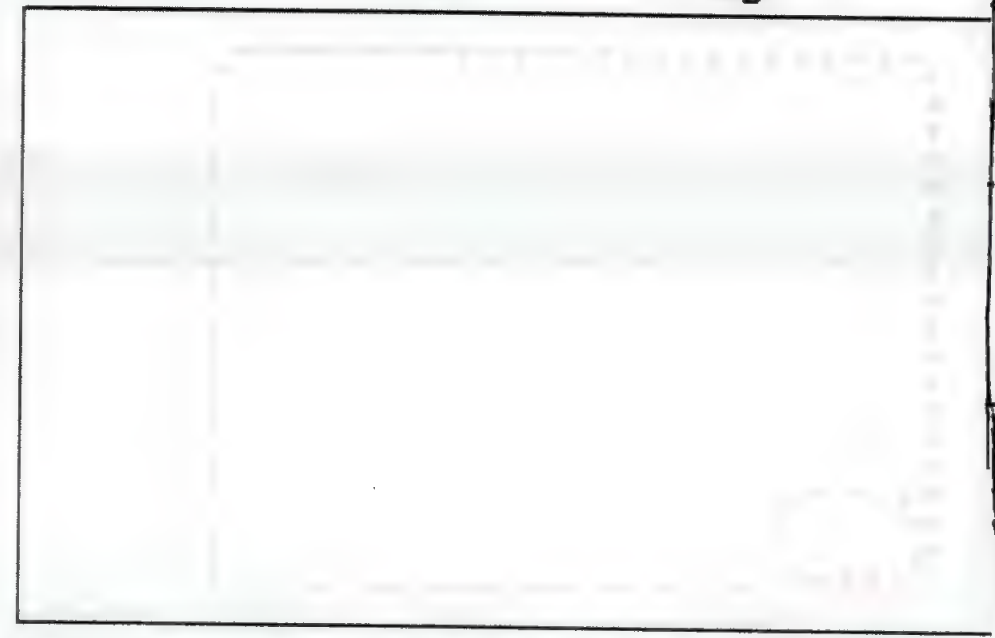


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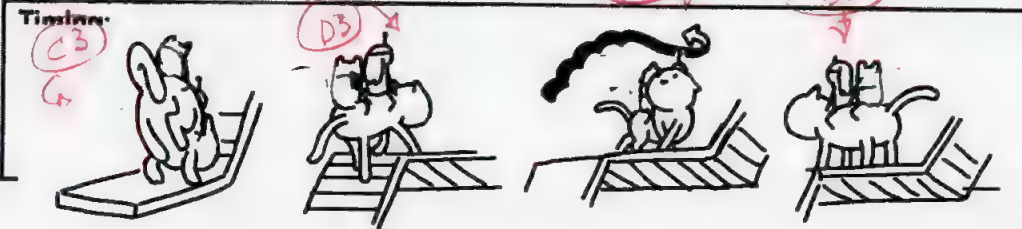
# ADVENTURE TIME

Bg.

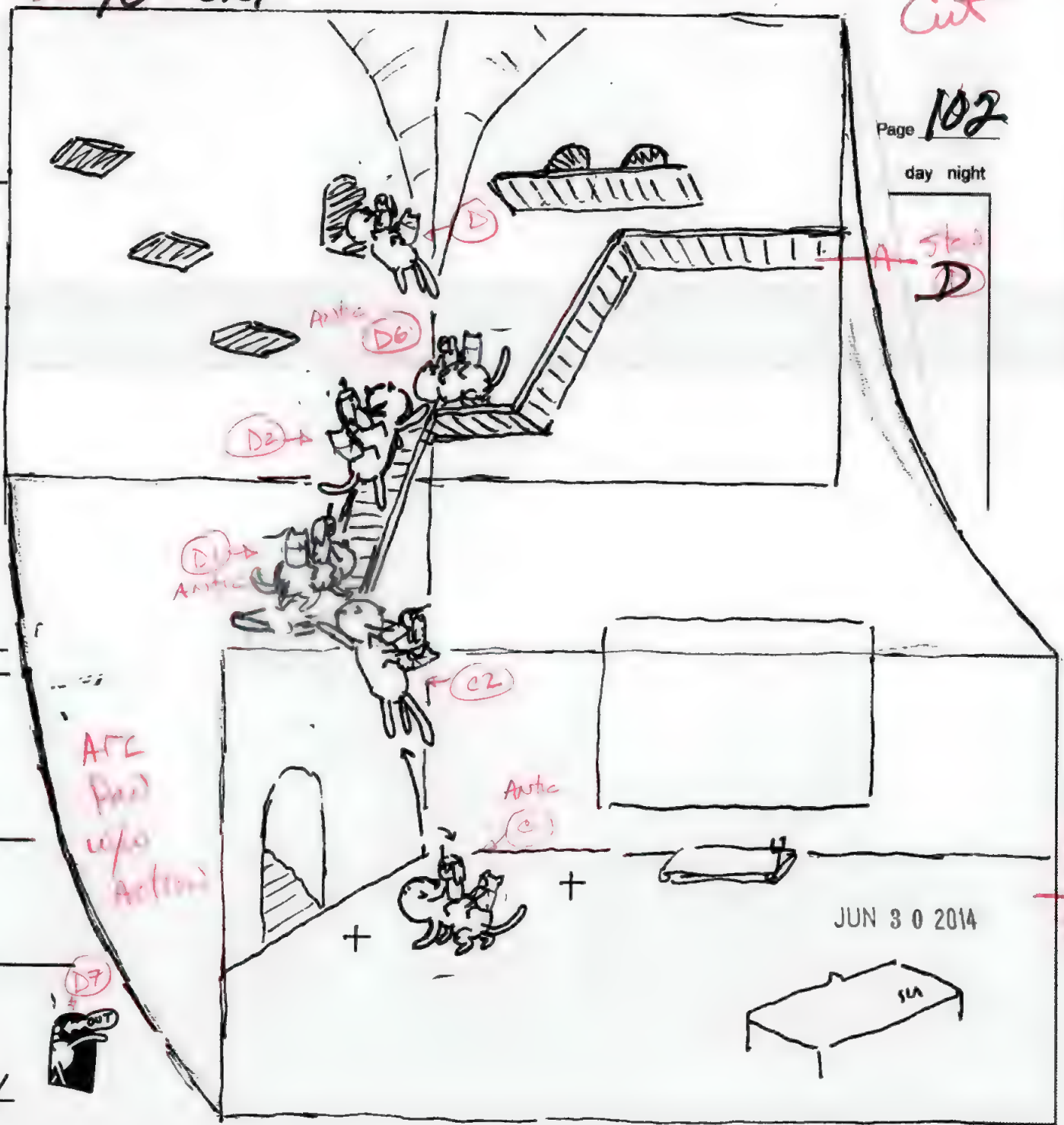


Dialog: Timmy/ [meow]

Action: - CAT ANTUS, JUMPS UP ONTO PLATFORM, GOES UP RAMP, JUMPS INTO OPENING OUT OF FRAME



Sc 78 CONT



Cut

Page 102

day night

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ADVENTURE TIME



Cut

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Sc. Pnl. Bg. day night

Sc. 7a Pnl. A Bg. day night

Dialog:

MRC : [ LONG INHALE ] CROWD : BREATHE !

Action:

Timing:

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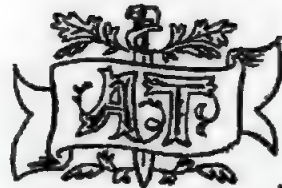
Production :

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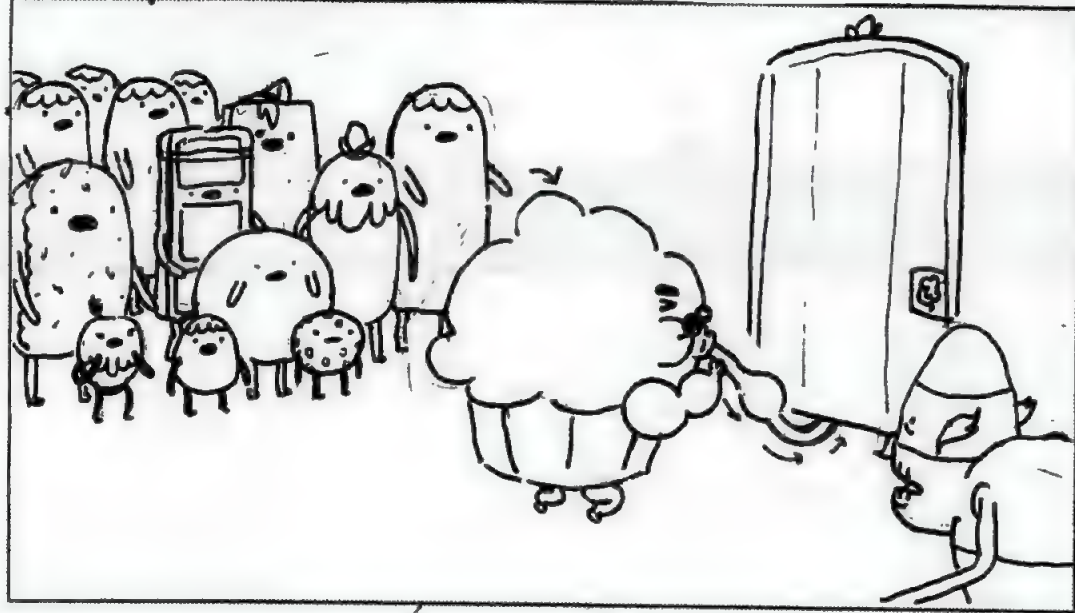
# ADVENTURE TIME



Sc. **79 CONT** Pnl. B

Bg.

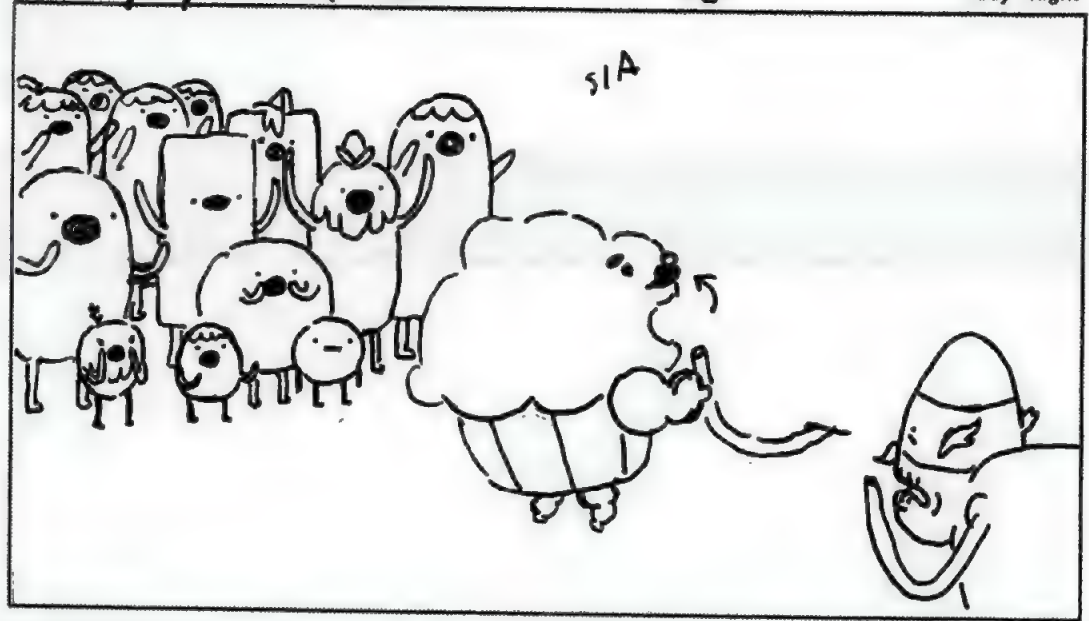
day night



Sc. **79 CONT** Pnl. C

Bg.

day night



Dialog:

MR CC: [BLOWS AIR]

[CROWD: BREATHE!]

MR CC: [INHALE]

Action:

- MR. CC BLOWS AIR INTO LICOURICE TUBE INTO CLOSET

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Timing:

Production :

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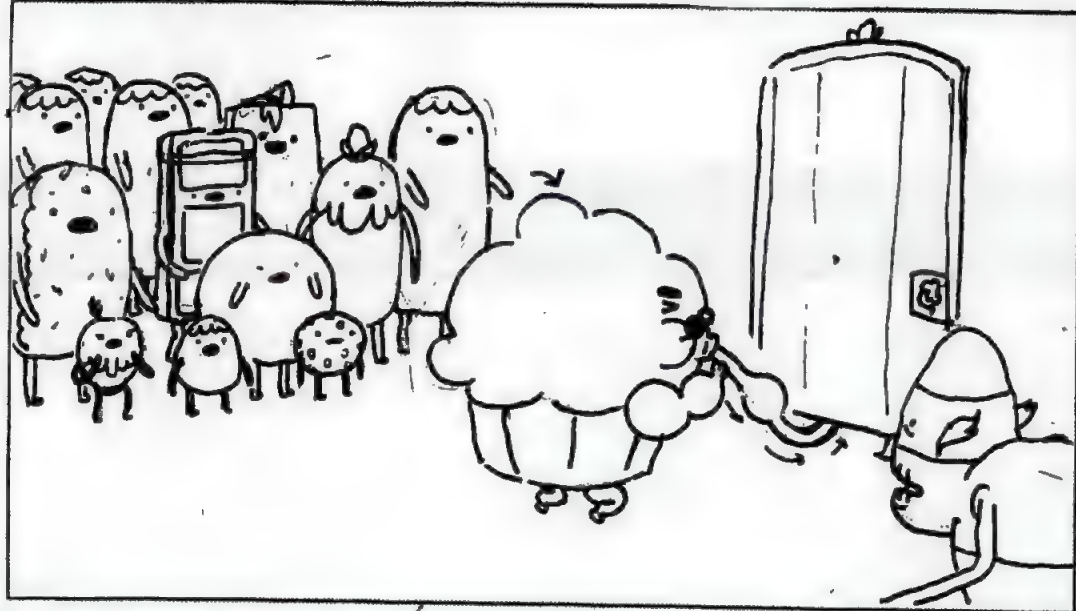


Ho  
Cut

Sc. 79 cont Pnl. D

Bg.

day night

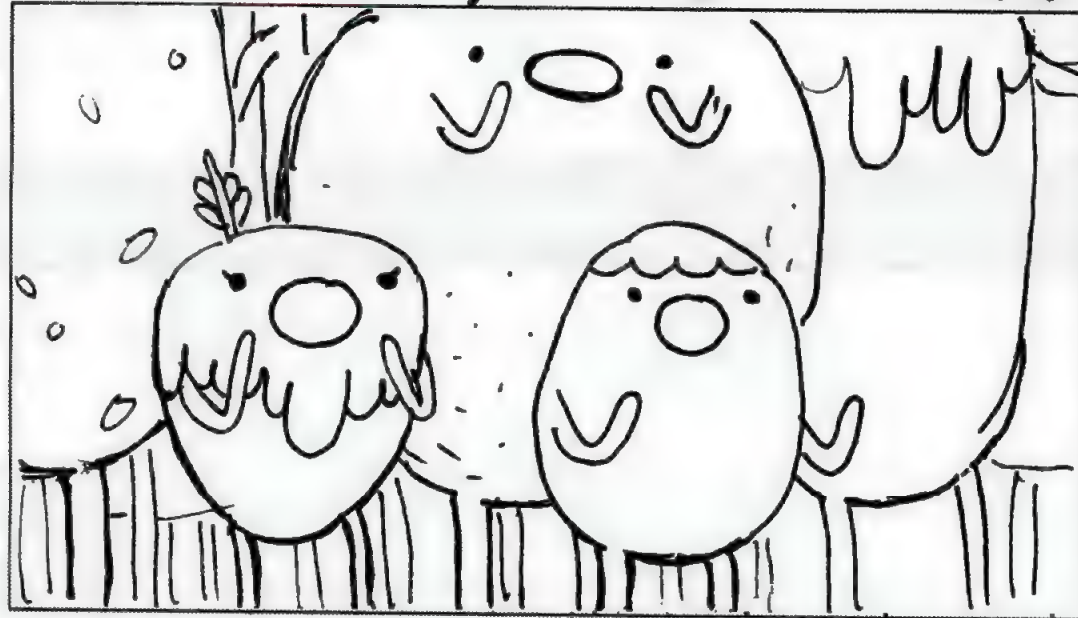


Sc. 80

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



green BREATHING!  
CHET (to himself)  
WAIT...

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Production :

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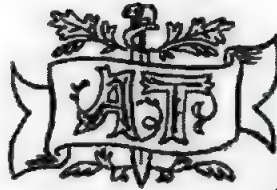
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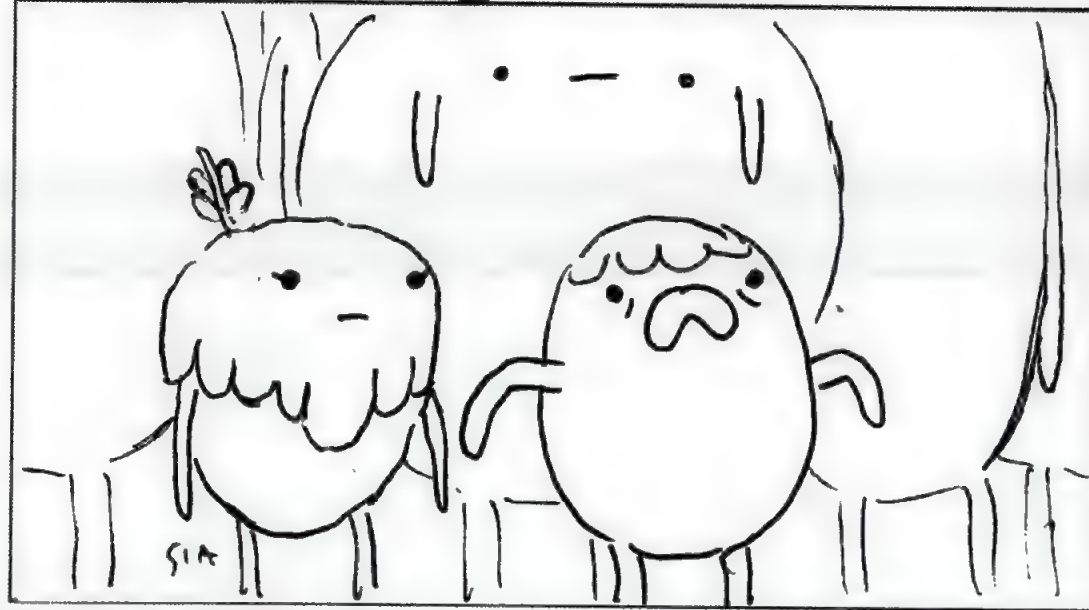


# ADVENTURE TIME

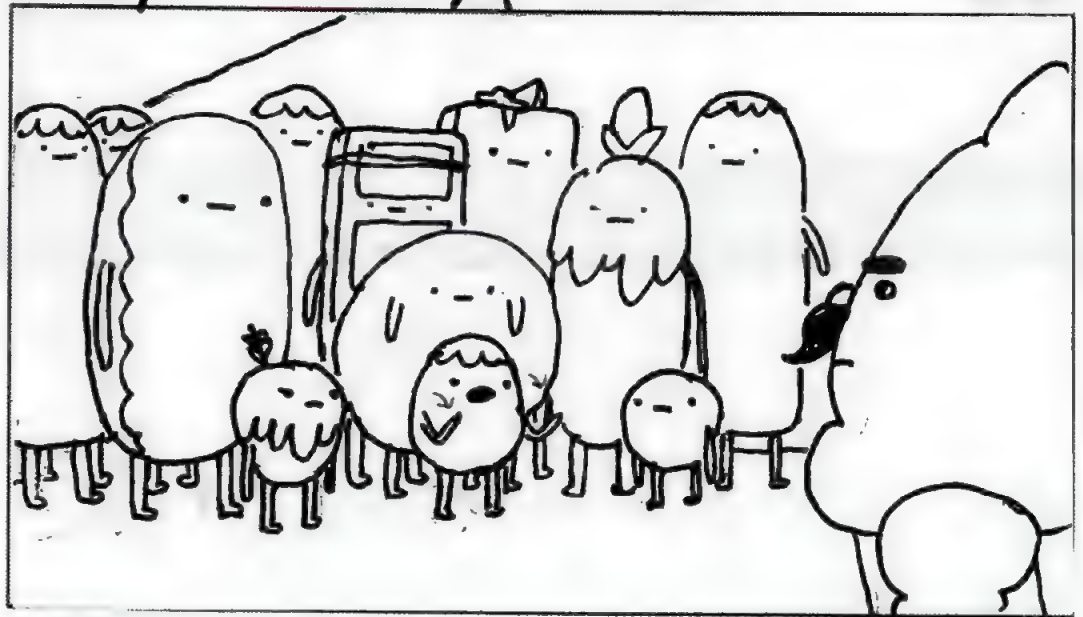


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Sc. 80 CONT Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

CH: WAIT!

CH: DON'T CANDY PEOPLE BREATHE OUT...

Action:

Timing:



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EPISODE # 1025-189

Production :

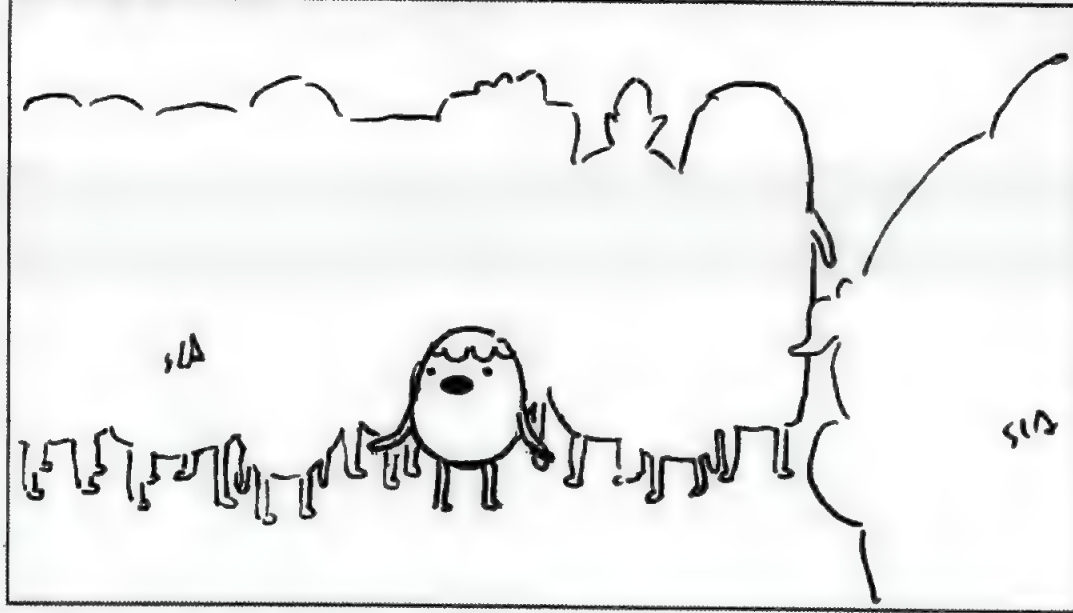
# ADVENTURE TIME



Sc. **81 CONT** Pnl. **B**

Bg.

day night

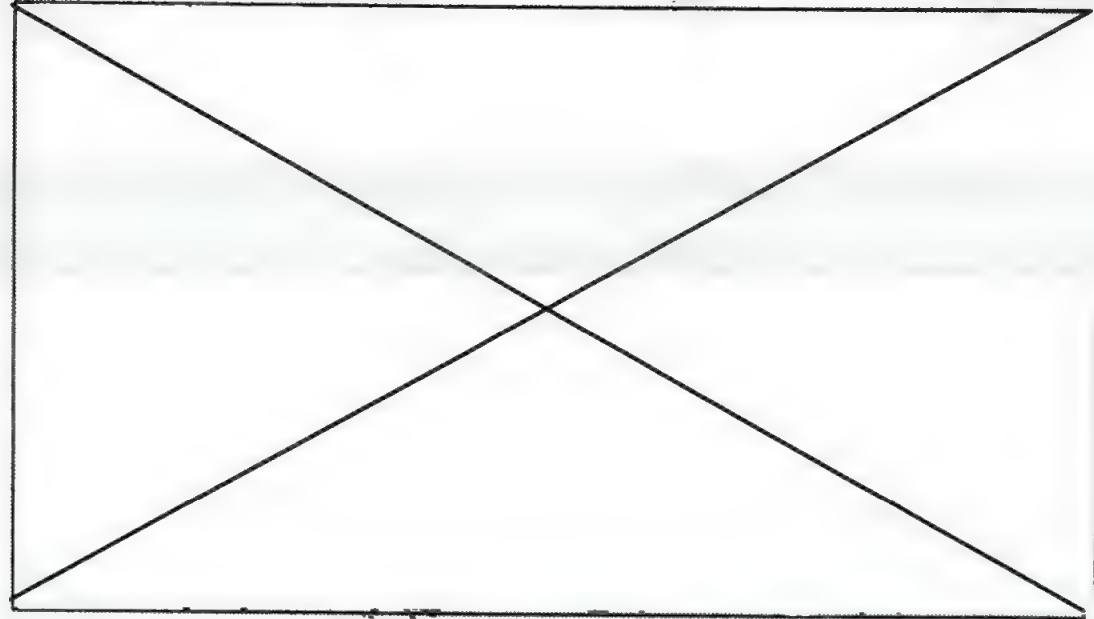


Sc.

Pnl.

Bg.

Page **107**  
**NO PG 100**  
day night



Dialog:

Chet/ Like a poisonous gas or something?  
Something like ah... carbo...

Action:



Timing:

JUN 30 2014

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EPISODE #

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Production :

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# ADVENTURE TIME



NO SC's  
82-83

Sc.

81 cont Pnl.

C

Bg.

day night

Sc.

81 cont Pnl.

D

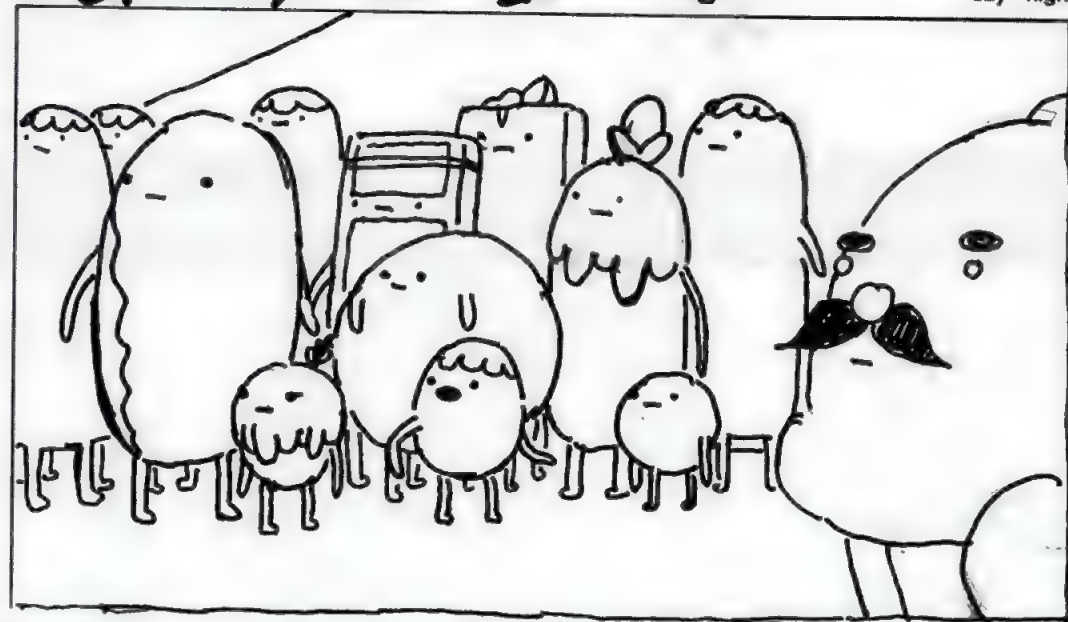
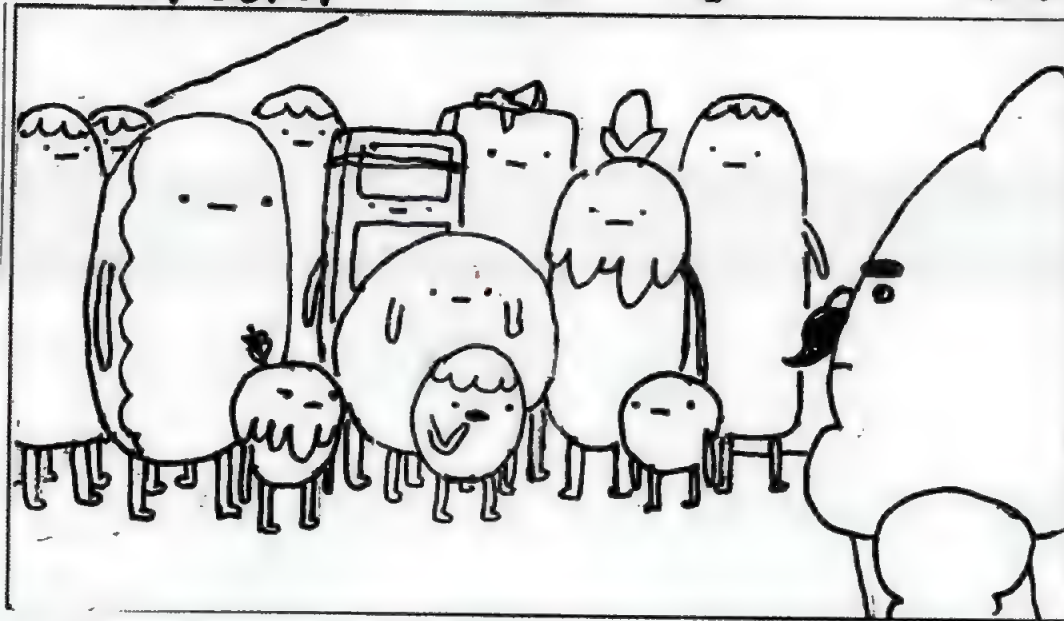
Bg.

Page

109

day night

Cut



Dialog:

Chet/ Caren?...

J(o.s.)/ I know!

Action:

- CANDY PEOPLE TURN,

Timing:

JUN 30 2014

EPISODE #

1025-189

Production :

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1025/189

NO 5-82, 93

Cut

# ADVENTURE TIME

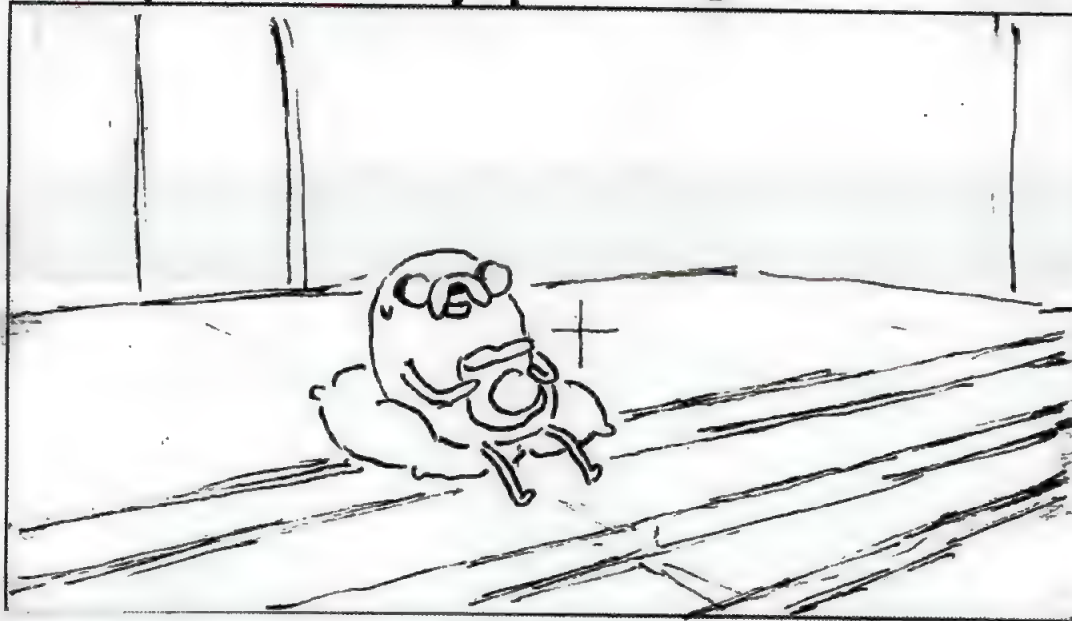


Sc. 84

Pnl. A

Bg.

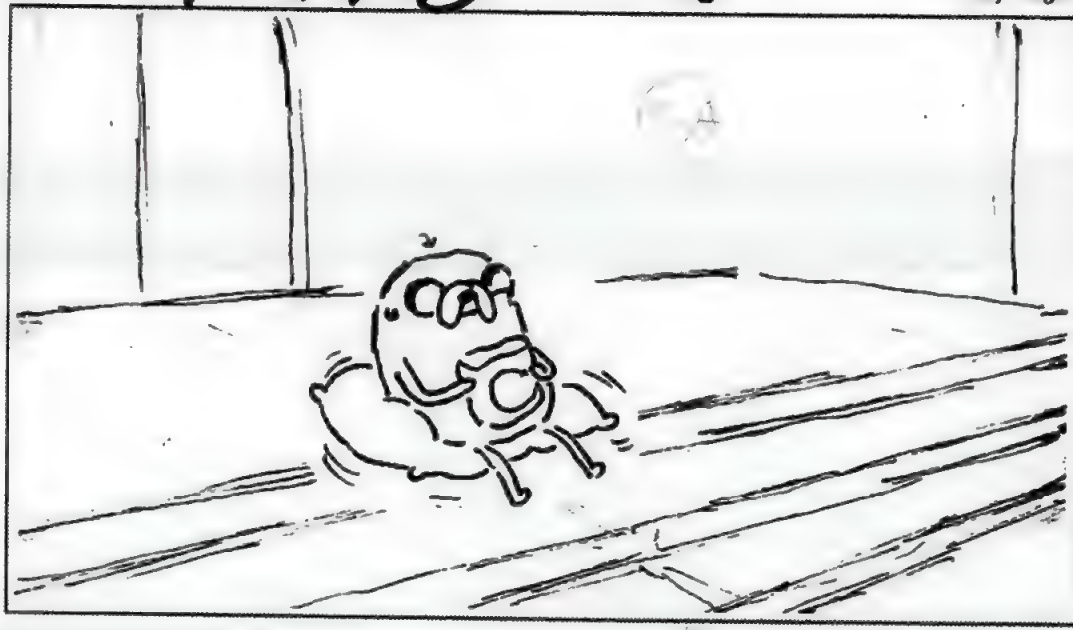
day night



Sc. 84 cont Pnl. B

Bg.

Page 110  
11:00 AM NEXT  
day night



Dialog:

J: IT'S CALLED -

SFX: (FART) PPPPBB BB TTTT~

Action:

- PILLOW VIBRATES

Timing:



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# ADVENTURE TIME

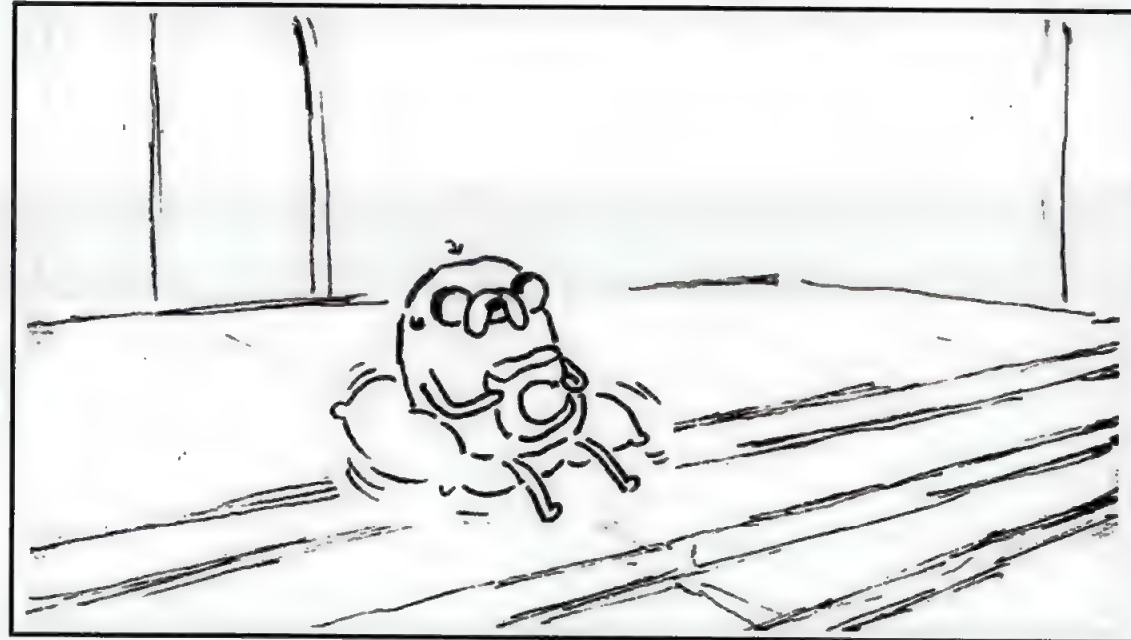


Sc. 84 *CONT*

Pnl. C

Bg.

day night



Sc. *84 CONT*

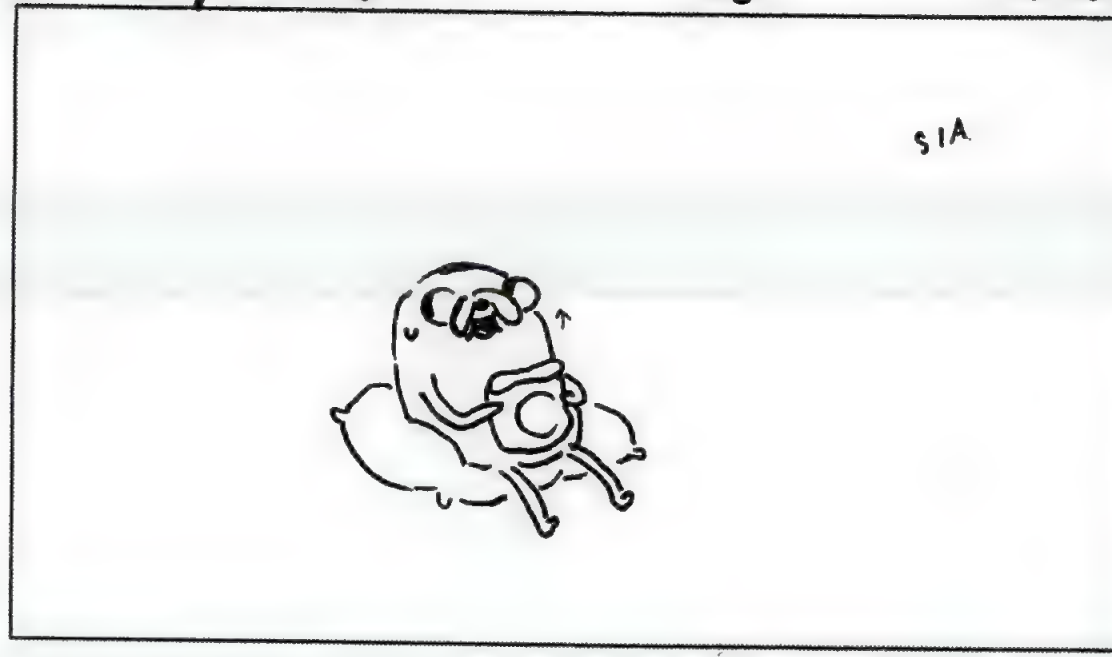
*84 CONT* Pnl. D

Bg.

Page 110A

*111 NED*  
day night

*Cut*



SIA

I: AND IT'S DEADLY.

Dialog:

Action:

Timing:

Body  
S/A (D)  
T2 (D)

JUN 30 2014

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Production:

ADVENTURE TIME



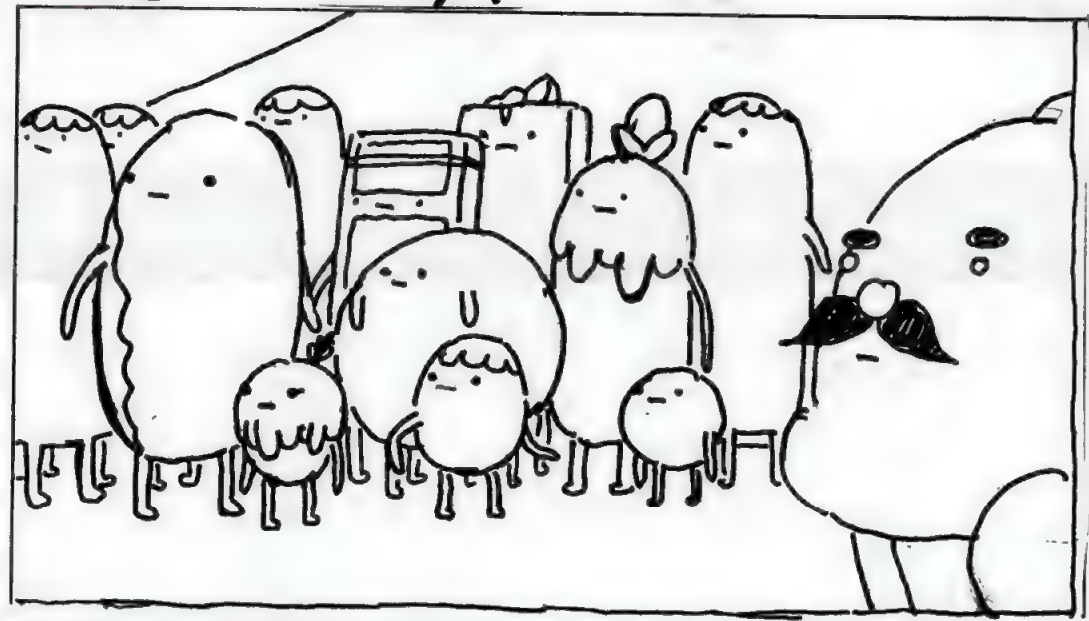
Page 111

Sc. 85

Pnl. A

Bg.

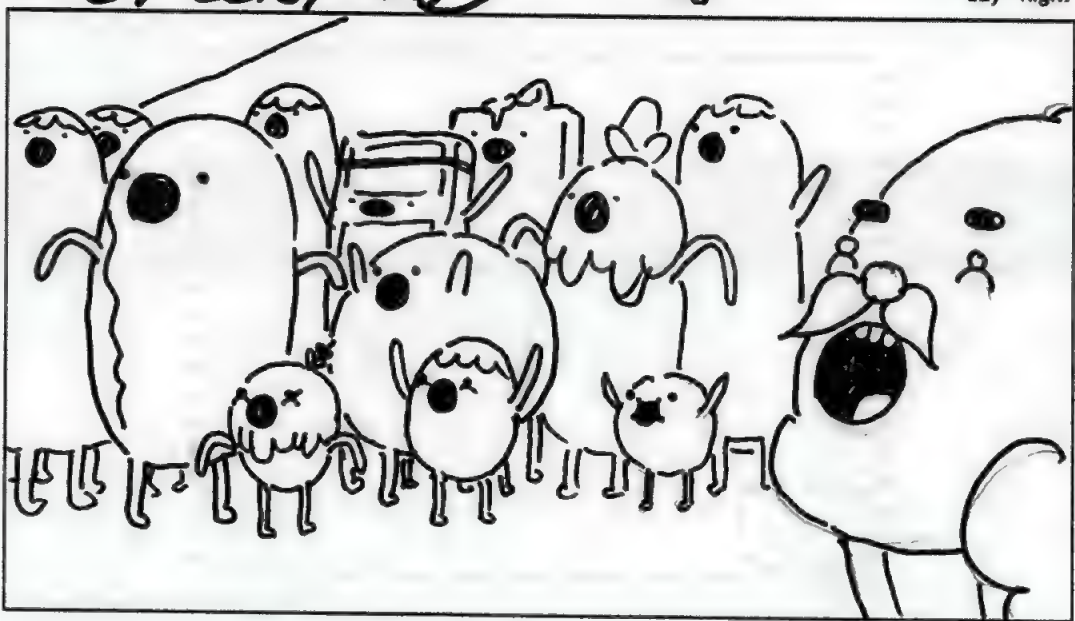
day night



Sc. 85 CONT Pnl. B

Bg.

day night



Dialog:	- BEAT -	EVERYONE : [SCREAM]
Action:	JUN 30 2014	
Timing:		

110 cut

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Hu  
Cut

#15

# ADVENTURE TIME



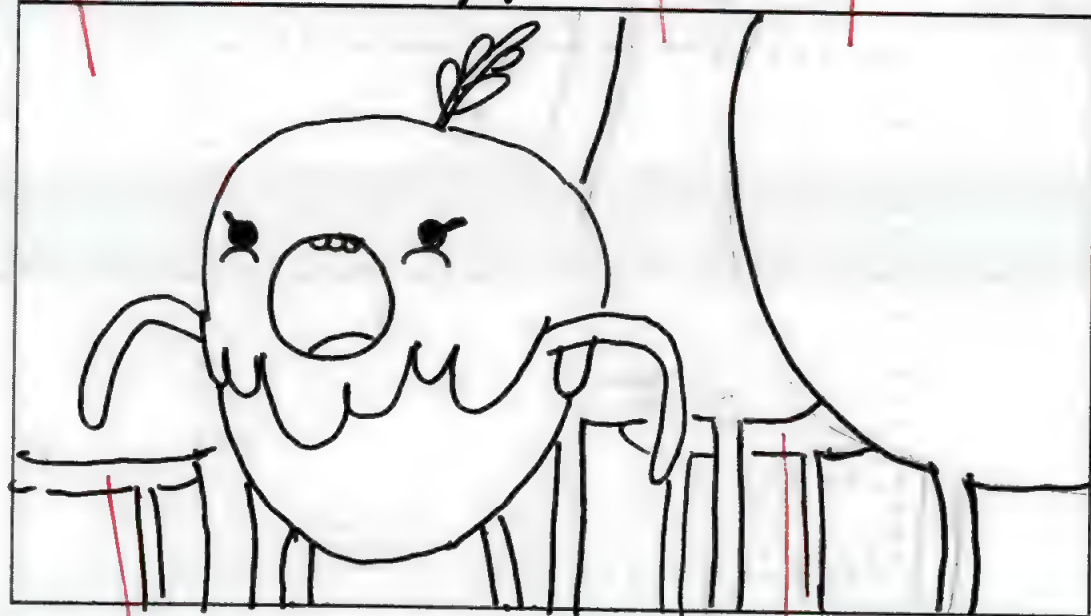
Sc. 86

Pnl. A

#53

Bg.

day night



Sc. 86 cont

Pnl. B

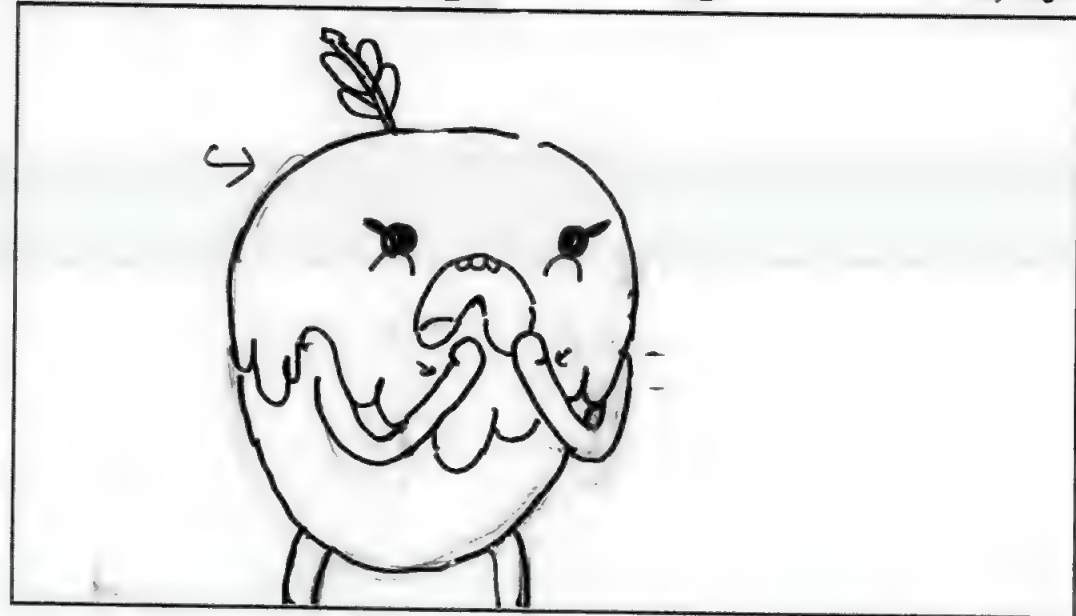
Bg.

Page

112

Hut

day night



Dialog:

BANANA  
G.

BANANA  
G.

CH.B: ZUCK IT BACK OUT!  
ZUCK IT BACK OUT!

Action:

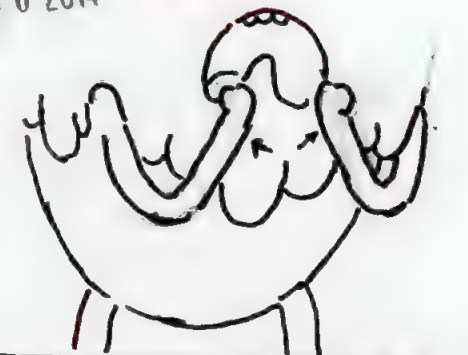
- CH.B. TURNS QUICKLY

shake ARMS cycle (B)/(BI)

JUN 30 2014

(BI)

Timing:



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1025/189

HO  
Cut

# ADVENTURE TIME

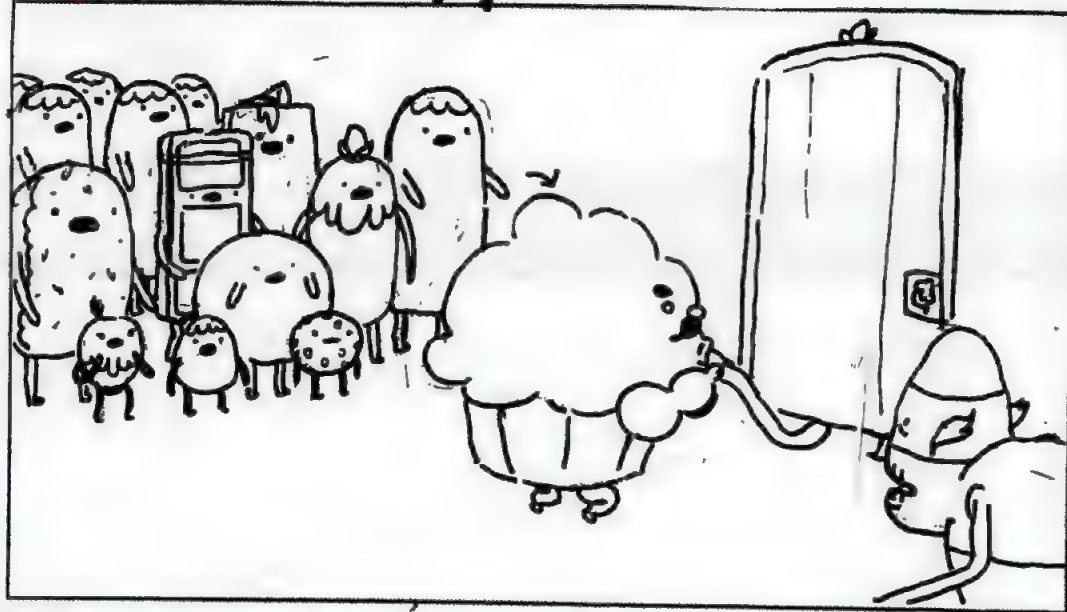


Sc. 87

Pnl. A

Bg.

day night



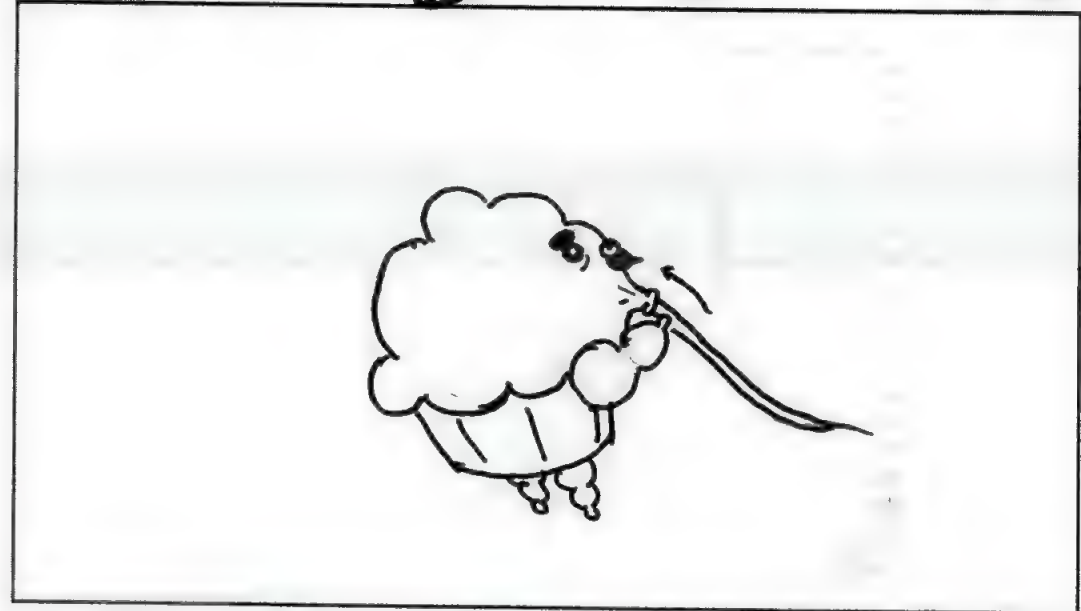
Sc. 87 cont Pnl. B

Bg.

Page

113

day night



Dialog:

MR CC: [SUCKING AIR]  
IN ONE BREATH

Action:

- pnl. A & B x2

JUN 3 0 2014

Timing:

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Production :

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# ADVENTURE TIME

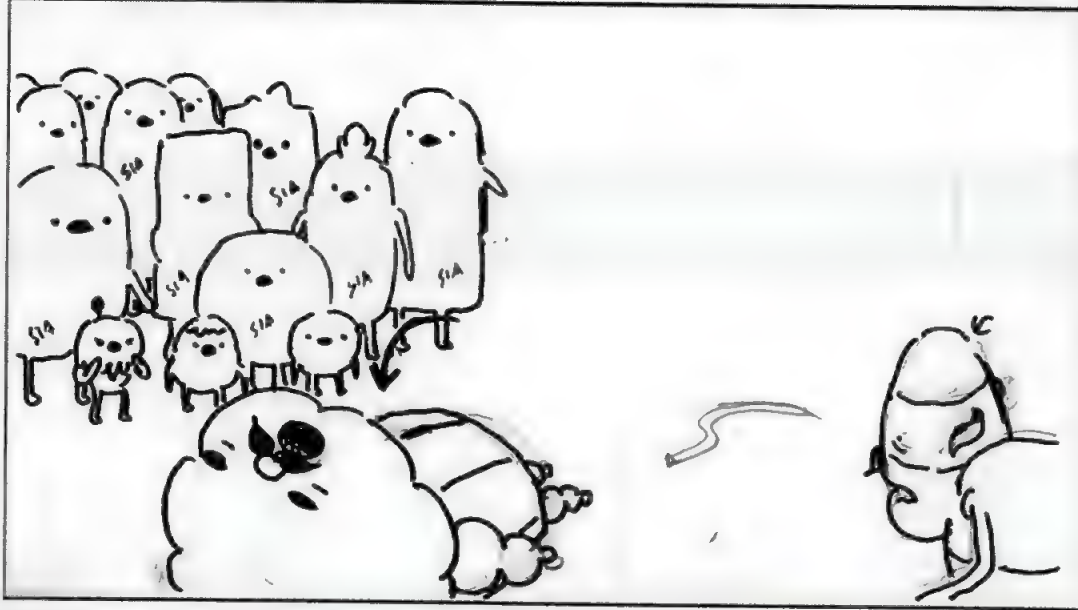


Page **114**

Sc. **87 CONT** Pnl. **C**

Bg.

day night

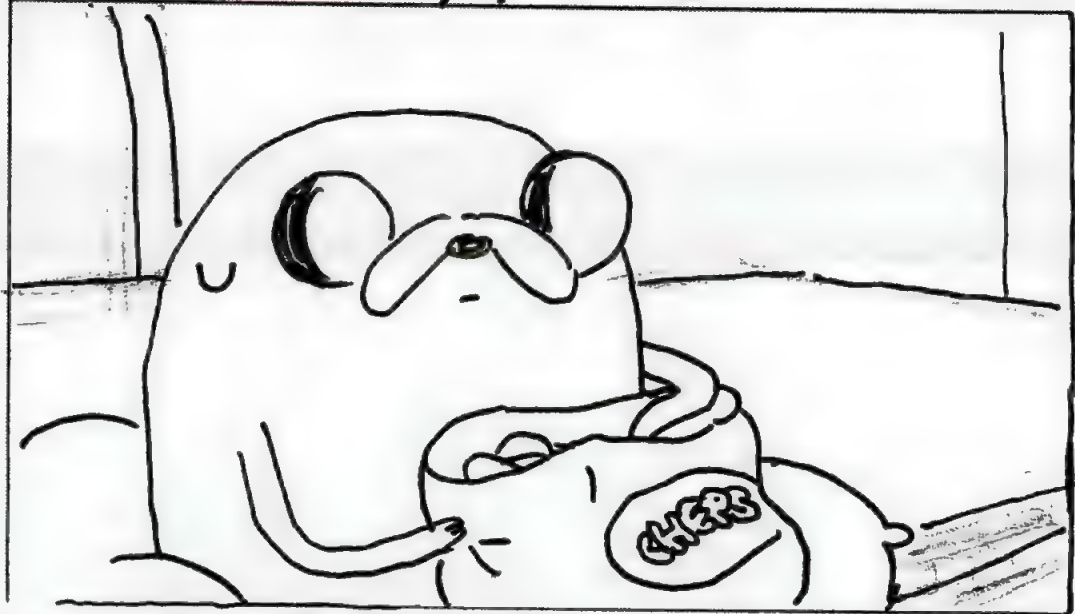


Sc. **88**

Pnl. **A**

Bg.

day night



Dialog:

MR. C: [SWOONS]

CROWD (OFF) [SCREAM] (VO)  
CHET: CUPCAKES DEAD! WHAT DO WE DO!

Action:

- MR CC PRINTS



(C1)



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# ADVENTURE TIME



Sc. 88 cont Pnl. B

Bg.

day night



Sc. 88 cont Pnl. C

Bg.

day night



Dialog:

J: HAAA!

J: [CRUNCH CRUNCH]

Action:

- J TOSSES CHIPS INTO HIS MOUTH

Timing:

(BL)



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ADVENTURE TIME



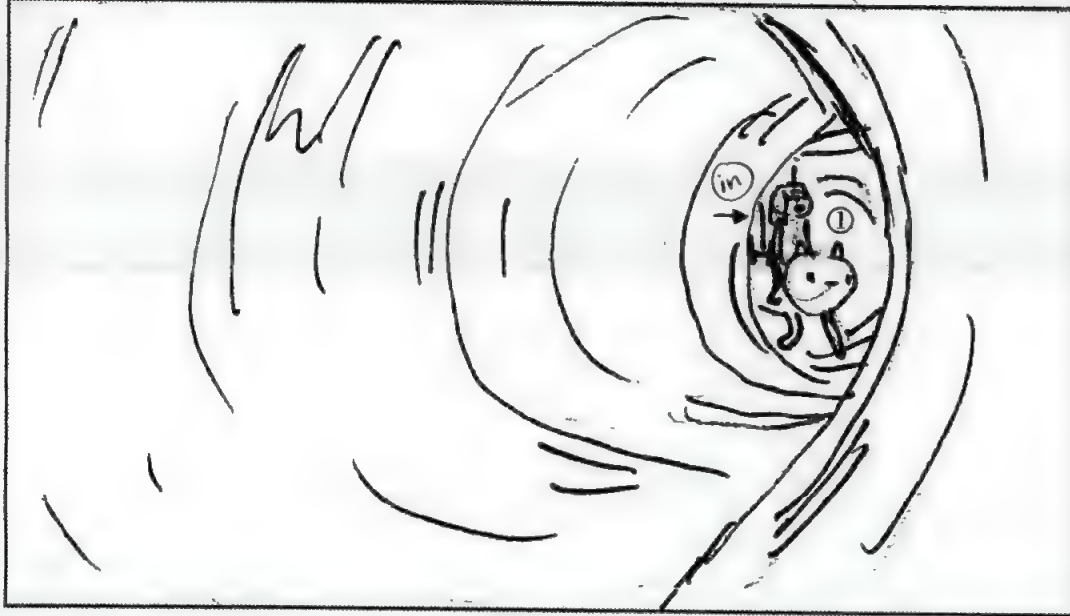
no cut

Sc. 89

Pnl. A

Bg.

day night

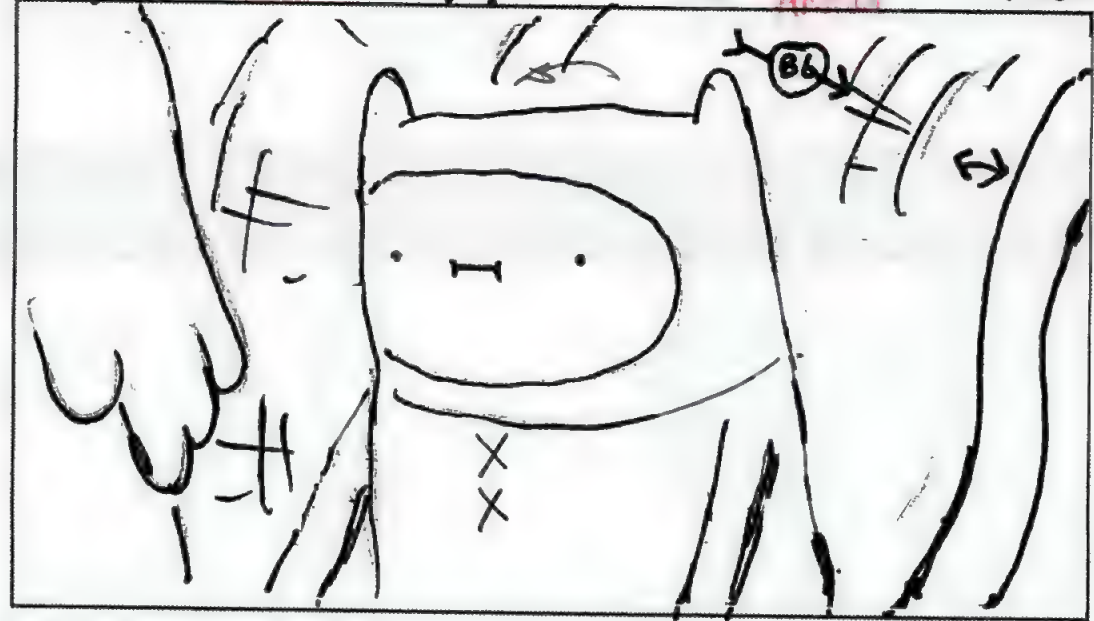


Sc. 90

Pnl. A

Bg.

day night



Dialog:

PO: SO, GOT ANY OTHER WEEKEND PLANS?

F: mmm...

Action:

Timing:



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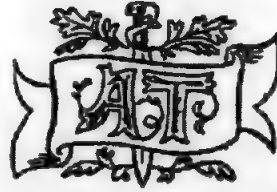
EPISODE #

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Production :

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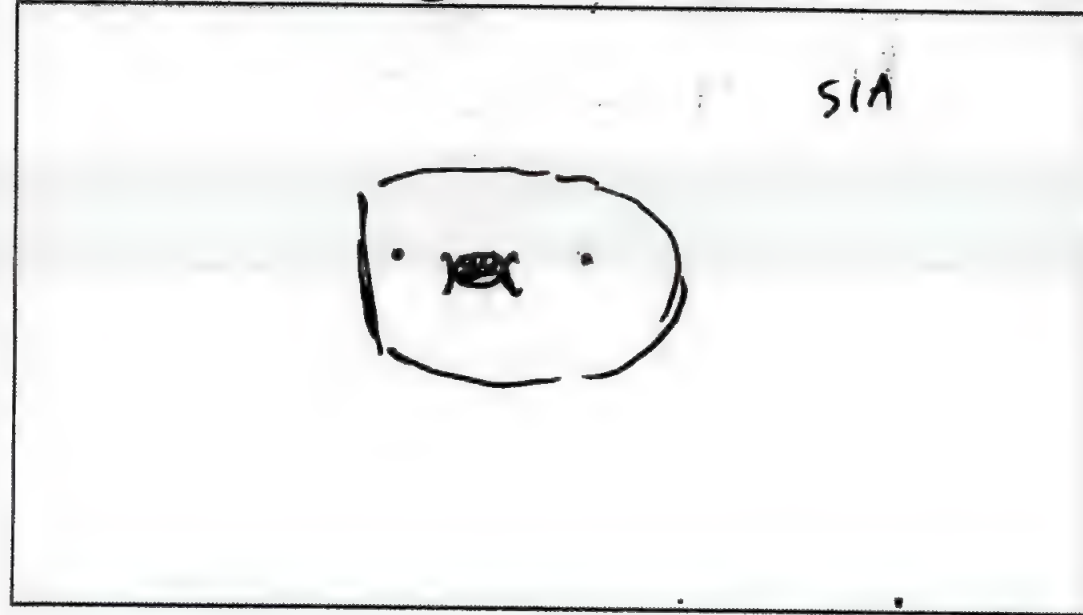
# ADVENTURE TIME



Sc. **90 CONT** Pnl. **B**

Bg.

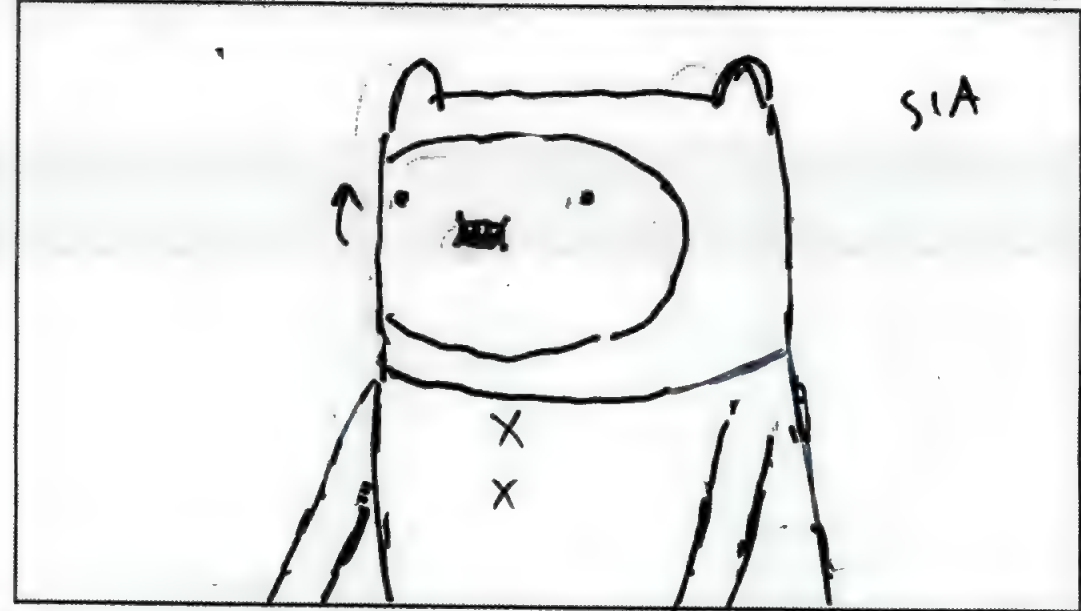
day night



Sc. **90 CONT** Pnl. **C**

Bg.

day night



Page **117**

*Handwritten:* HU aut

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Dialog:

E: PROBABLY  
GUNMA HIT UP THE  
ARTS AND CRAFTS KINGDOM  
WITH BMO

F: YOU?

Action:

Timing:

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1025/189

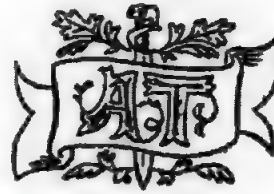
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1025/189

Mo  
Cox

# ADVENTURE TIME

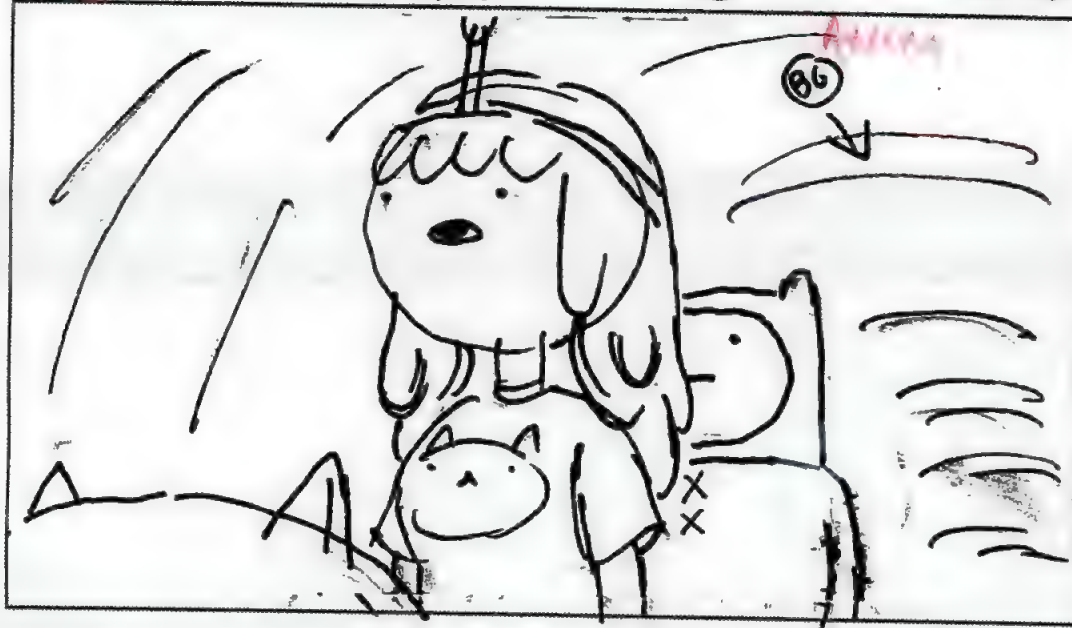


Sc. 91

Pnl. A

Bg.

day night

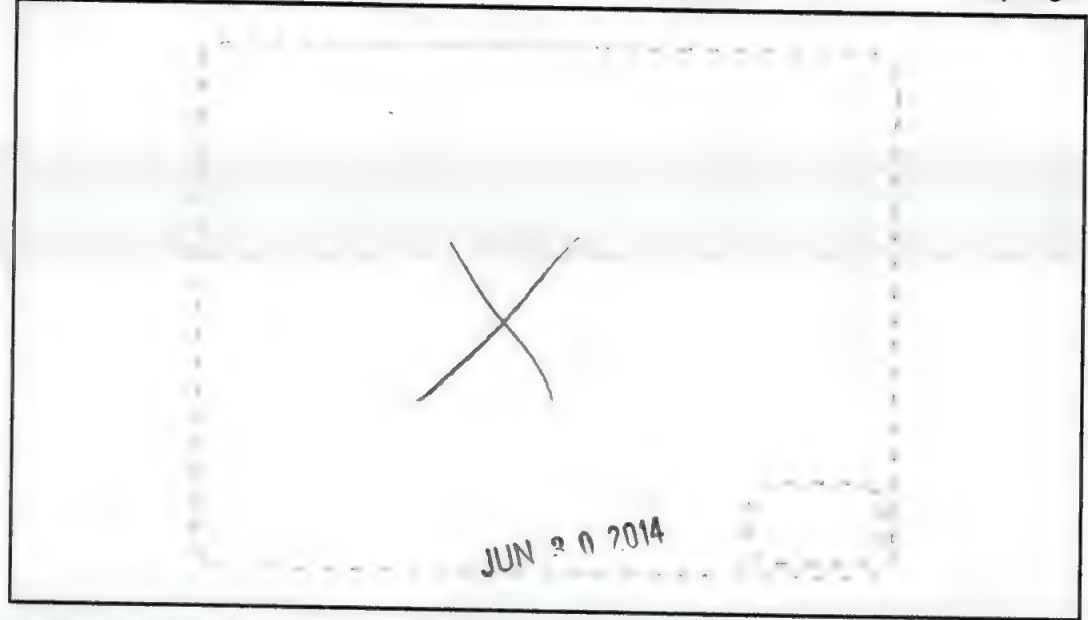


Sc.

Pnl.

Bg.

day night



Dialog:

PB: OH, I GOTTA A PLAN  
GARDEN SOME  
NEXT WEEK'S PIZZA LUNCH  
MARK SOME BANANA GUARD -  
HOMEWORK... (LISTING OFF)

Action:

Timing:



Production :

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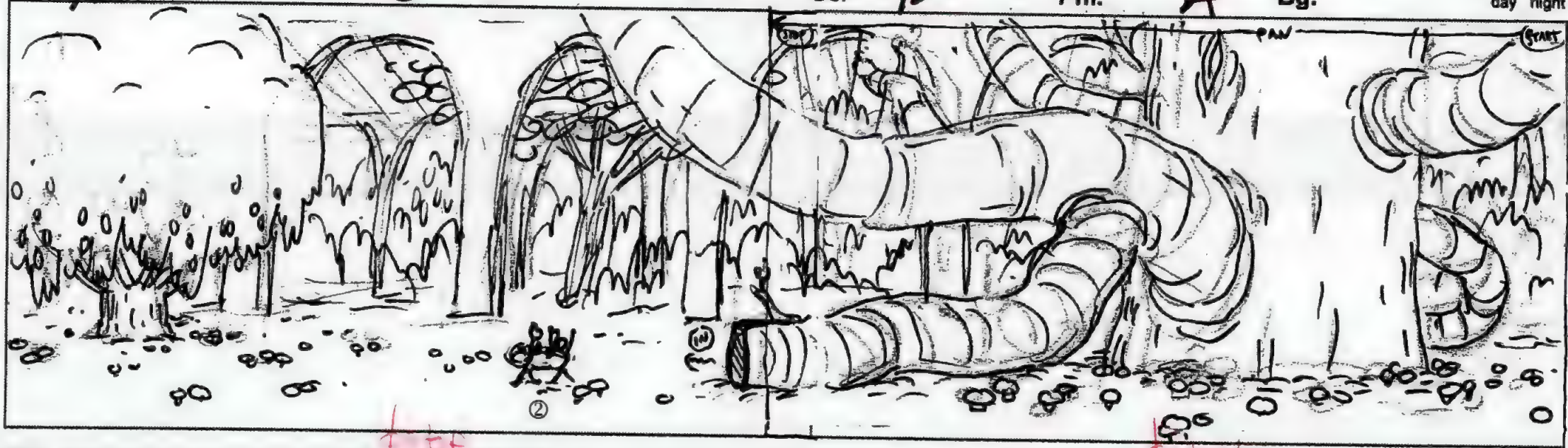
EPISODE# 1025-189

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# ADVENTURE TIME



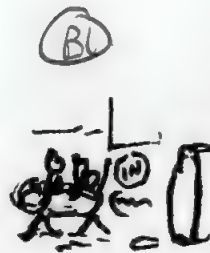
Sc. 92 - B Bg. day night Sc. 92 Pnl. A Bg. day night Page 119



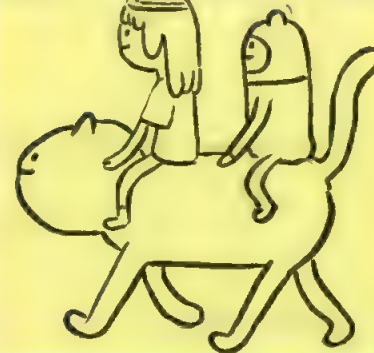
Dialo PB: ANSWER 800 EMAILS AND WHATEVER.

Action: - PAN ACROSS AS PB SAYS LINE, THEN PB/F/TIMMY WALK OUT OF TREE TUNNEL

Timing:



DETAIL:



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# ADVENTURE TIME



Handwritten red text: "Hu cut"

Page 120

Sc. 92 CONT Pnl. C Bg. day night

Sc. 93 Pnl. A Bg. day night

Dialog: F: WOWZ. (RESPONDING TO PB'S LIST OF CHORES)  
Do you EVER

Action: - PB HOPS OFF TIMMY, STARTS WALKING

Timing:

Finn tired from DOING PRINCESS WORK ALL THE TIME?

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# ADVENTURE TIME



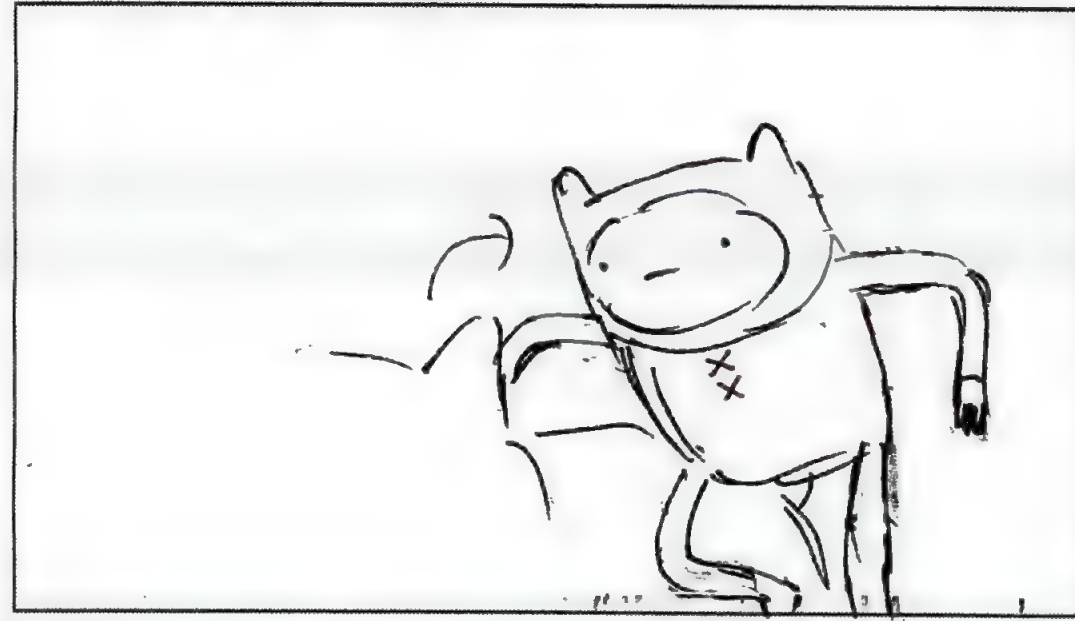
Cut

Page 121

Sc. 93 CONT Pnl. B

Bg.

day night

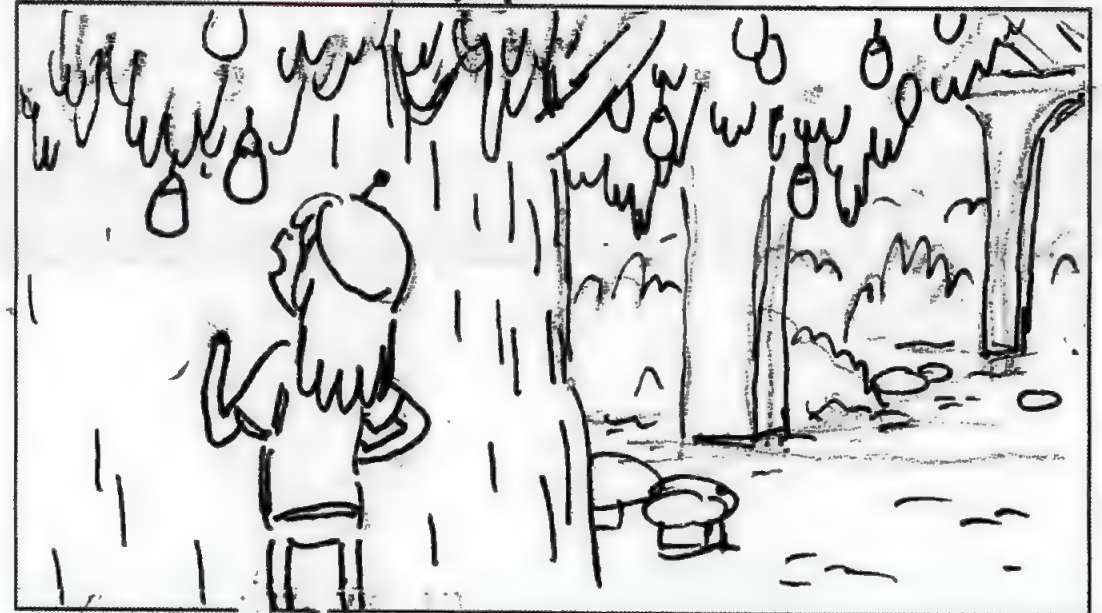


Sc. 94

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

PB: SURE. I MEAN,  
IT'S A LOT OF

-PB HOVERS HER HAND  
OVER A FRUIT



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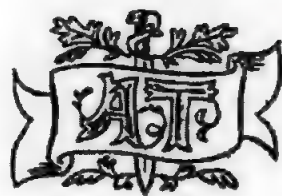
1025/189

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# ADVENTURE TIME



Page 177

Sc. 94 cont Pnl. B

Bg.

day night



Sc. 94 cont Pnl. C

Bg.

day night



Dialog:  
PB: RESPONSIBILITY LOOKING AFTER  
 SO MANY PEOPLE.

PB: THOUGHT...

Action:  
 - SHIFTS HAND  
 TO ANOTHER  
 FRUIT INDELSIVELY

- PICKS THE FIRST  
 FRUIT



- PB TURNS AROUND  
 - F STEPS IN



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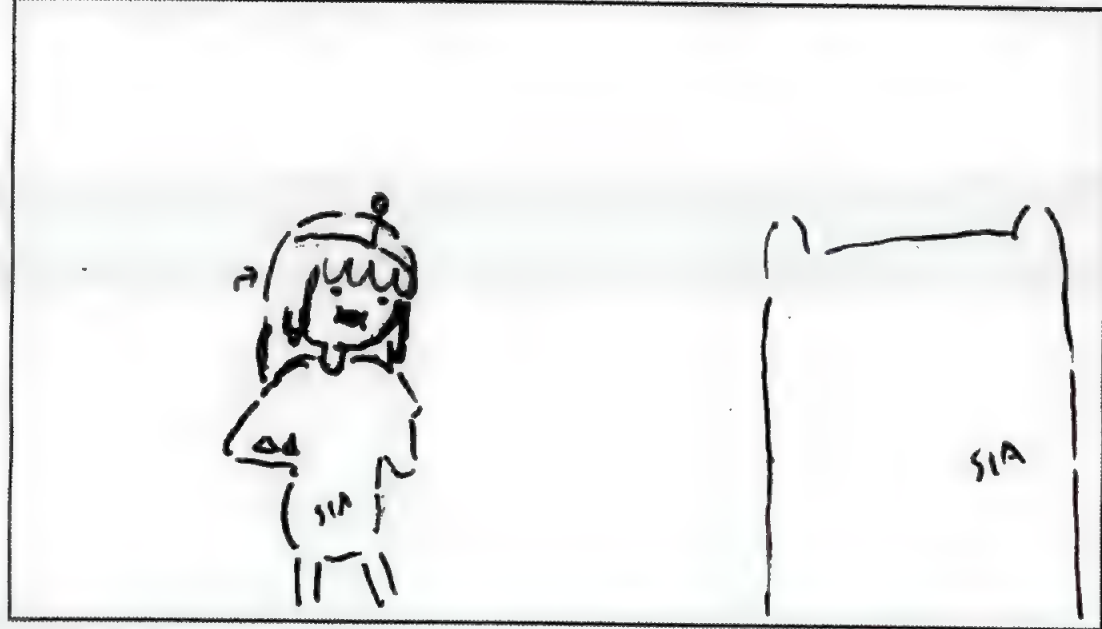
ADVENTURE TIME



Sc. 94 cont Pnl. D

Bg.

day night



Sc. 94 cont Pnl. E

Bg.

Page 123  
day night



Dialog:

PB: LATELY I HAVE BEEN  
TRYNA BE MORE CHILL  
ABOUT IT.

Action:

- PB TAKES A HANDFUL OF  
SEEDS FROM THE FRUIT  
AND TOSSES THEM AT  
FINN

Timing:

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Ho  
Cut

# ADVENTURE TIME



Page 124

Cut

Sc. 95

Pnl. A

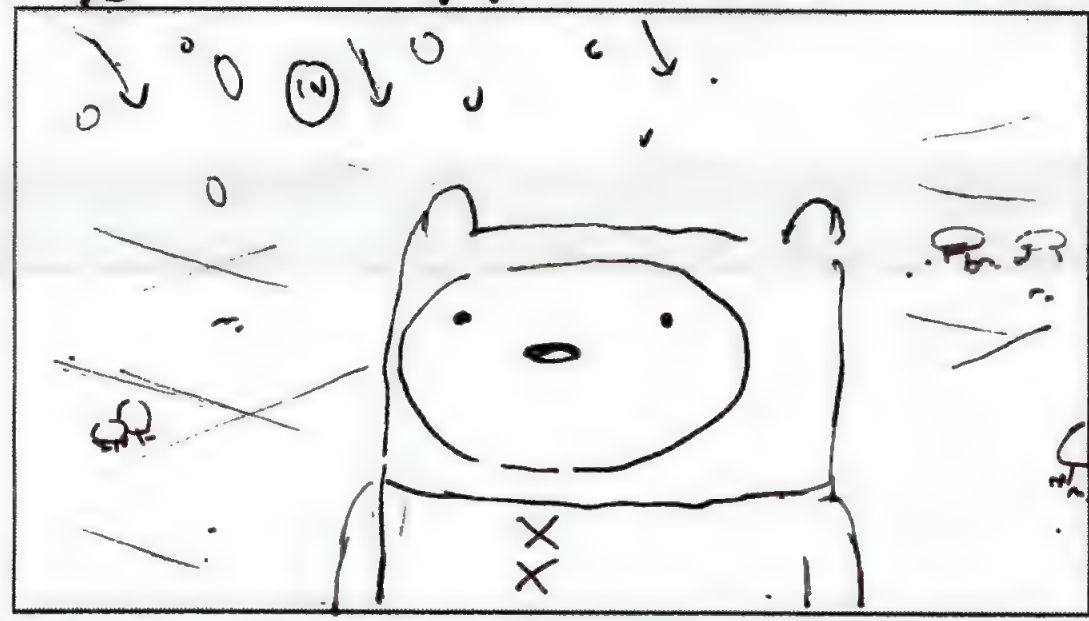
Bg.

day night

Sc. 95 cont Pnl. B

Bg.

day night



Dialog:	
E: COOL, LIKE →	E: TAKING ICE CREAM BREAKS?
Action:	
- SEEDS FALL INTO FRAME	- SEEDS FALL ON / STICK TO FINN
Timing:	

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# ADVENTURE TIME



Sc. **96**

Pnl. **A**

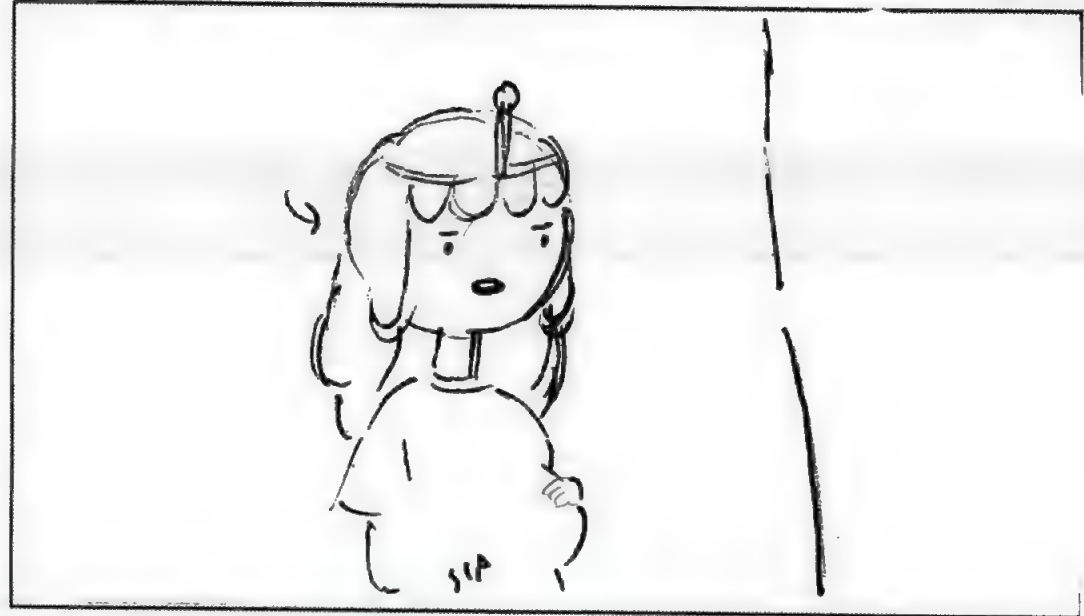
Bg.

day night

Sc. **96 cont** Pnl. **B**

Bg.

Page **125**  
day night **125A NEXT**



Dialog:

PB : YEAH ..... AND LIKE,

PB : BEING MORE ... SORT OF -OK --

Action:

- LEAN AGAINST TREE

Timing:



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Production :

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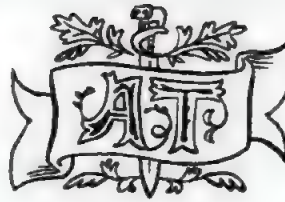
1025/189

1025/189

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# ADVENTURE TIME



*Cart*

Sc. 96

*CONT*

Pnl. C

Bg.

day night

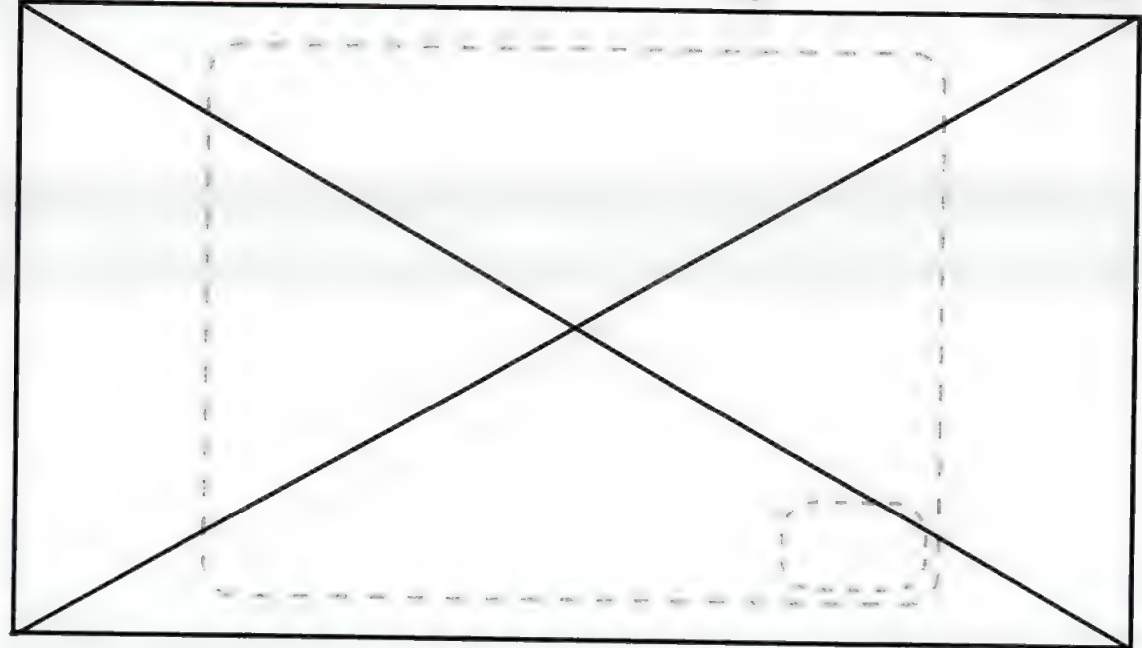
Sc.

Pnl.

Bg.

Page 125A

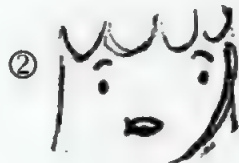
*136 NEXT*  
day night



Dialog:

PB: WITH EVERYONE MAKING MISTAKES  
AROUND ME.

Action:



*(C1)*

Timing:

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Production:

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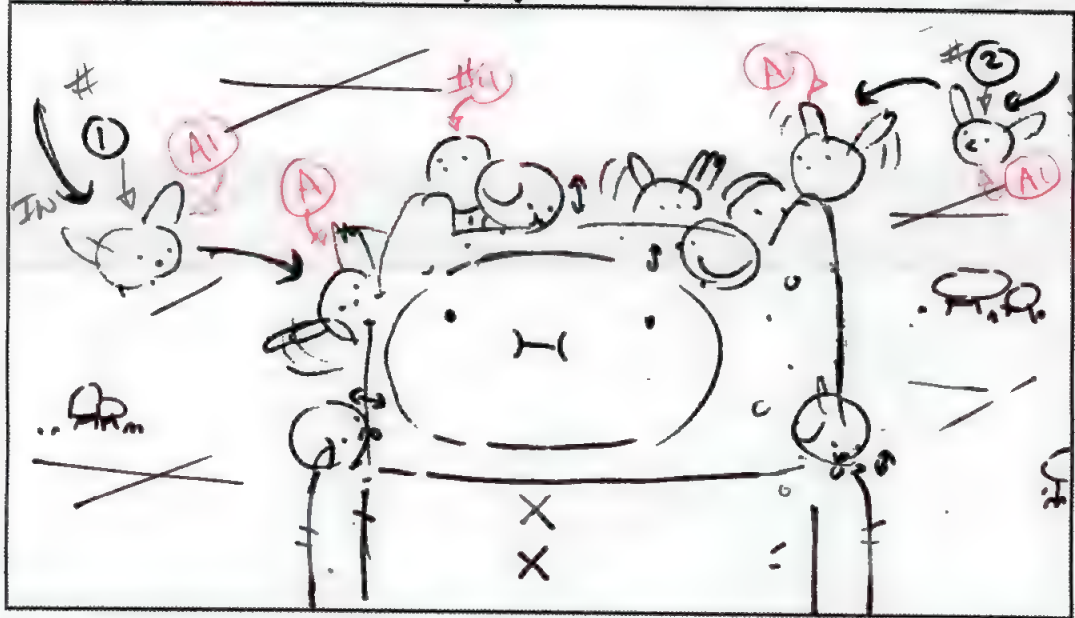


Sc. **97**

Pnl. **A**

Bg.

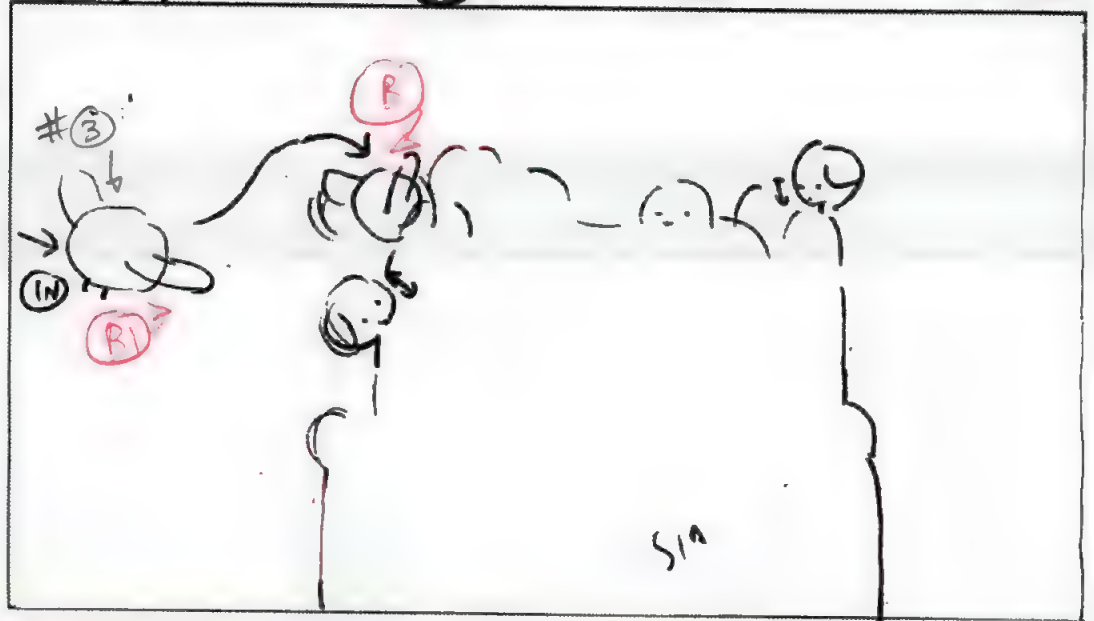
day night



Sc. **97 cont** Pnl. **B**

Bg.

day night



Dialog:

PB: (c/s) LIKE, MIND MY OWN STUFF MORE. AND JUST--

Action:

JELLY  
- BIRDS LANDING ON FINN,  
PECKING AT SEEDS

Timing:



Production :

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Cut

Ho Cut

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Hu  
Cut

# ADVENTURE TIME

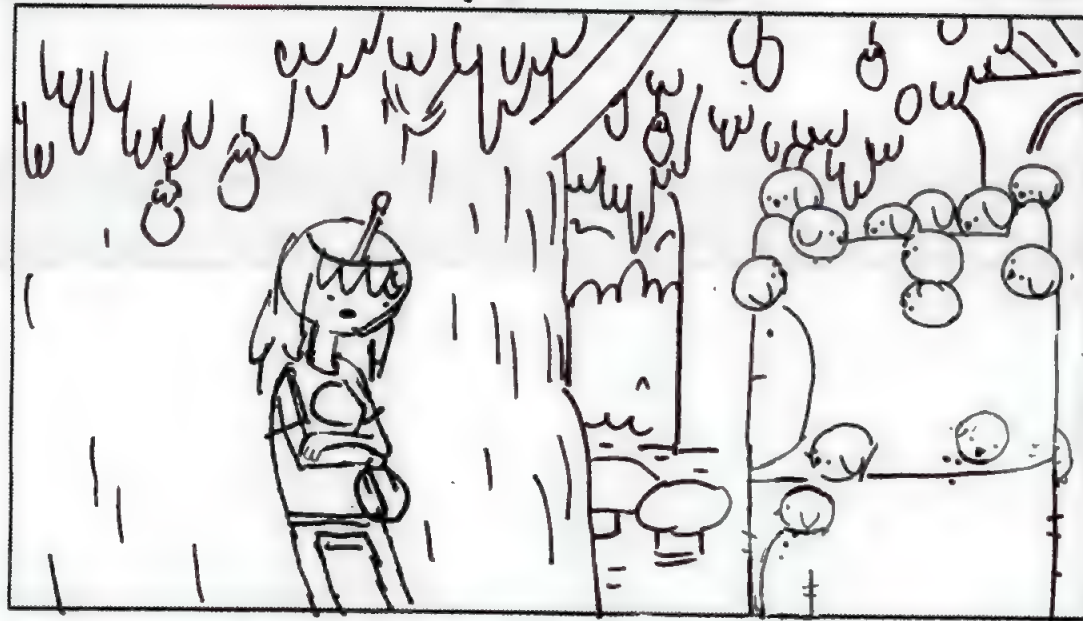


Sc. 98

Pnl. A

Bg.

day night



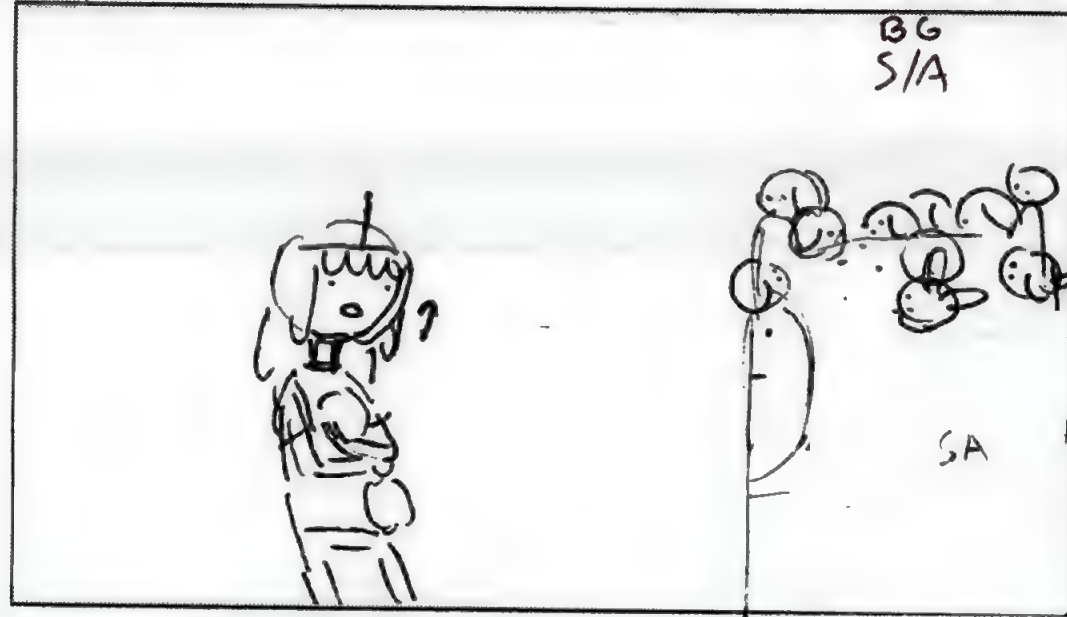
Sc. 98 cont

Pnl. B

Bg.

Page 127  
127A new

Hu  
Cut



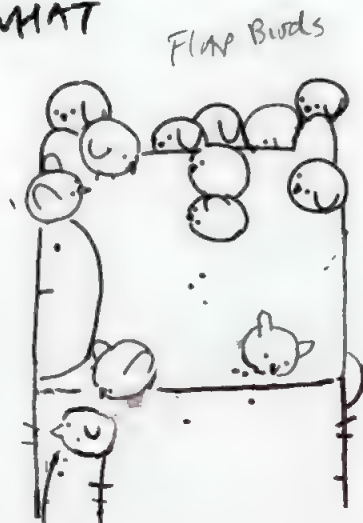
Dialog:

PB: LET FOLKS DO  
WHAT THEY DO, ② KNOW WHAT  
I MEAN?

Action:

Timing:

(A)



(B)

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# ADVENTURE TIME



Ho Cut

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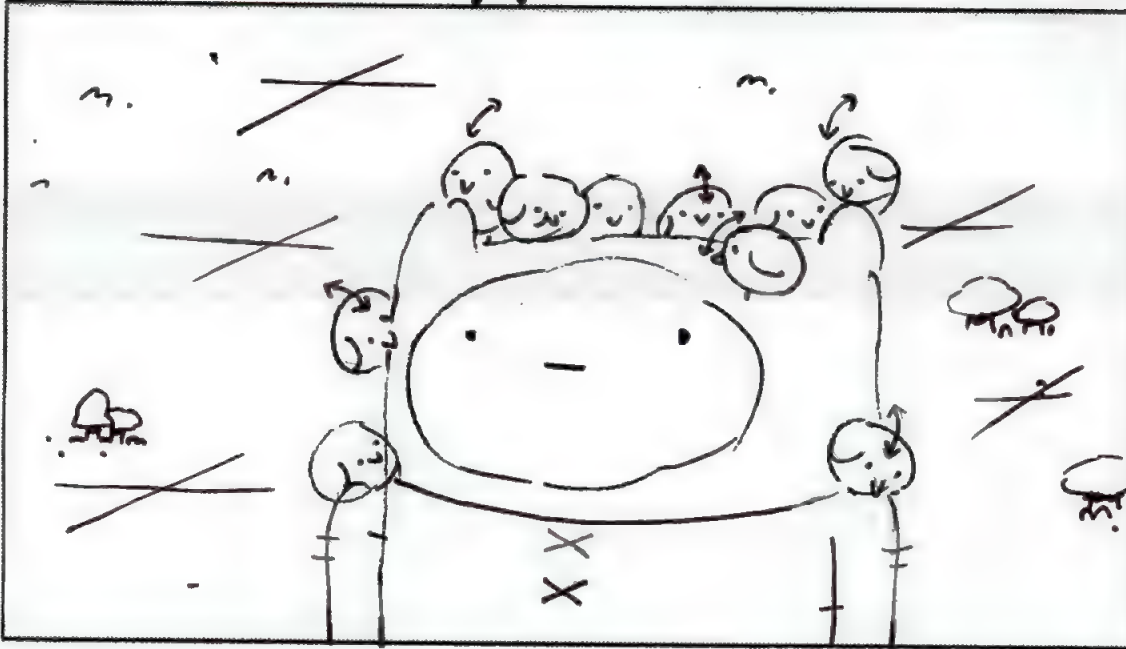
128 NEXT

Sc. 99

Pnl. A

Bg.

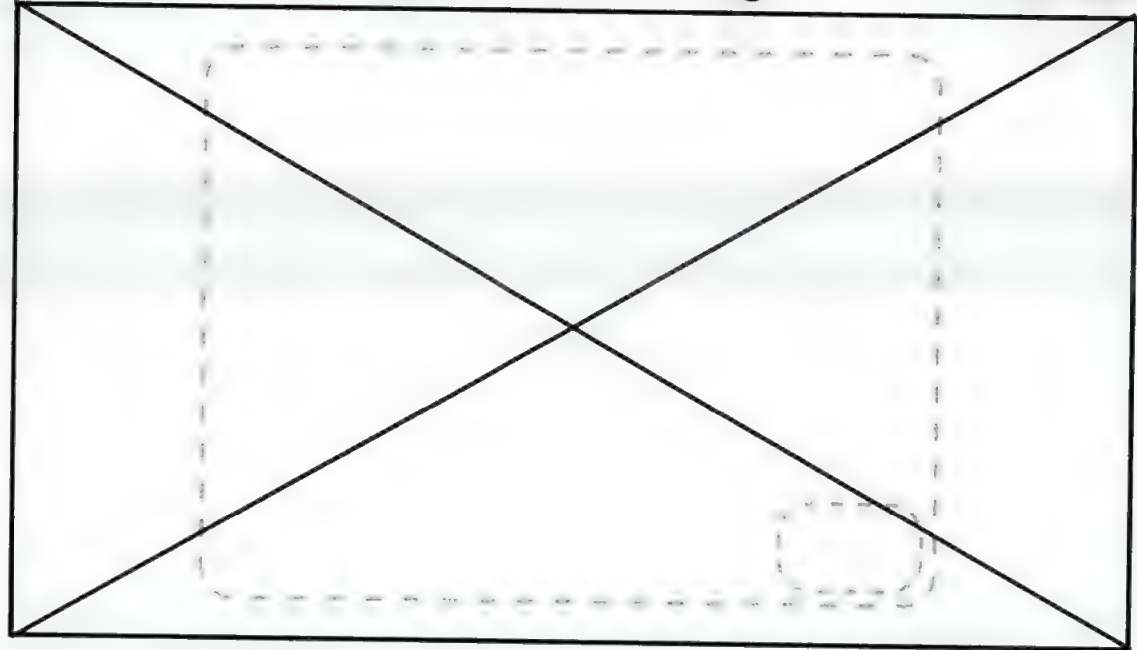
day night



Sc.

Pnl.

Bg.



Dialog:

F: YEAH ...

Action:

Timing:



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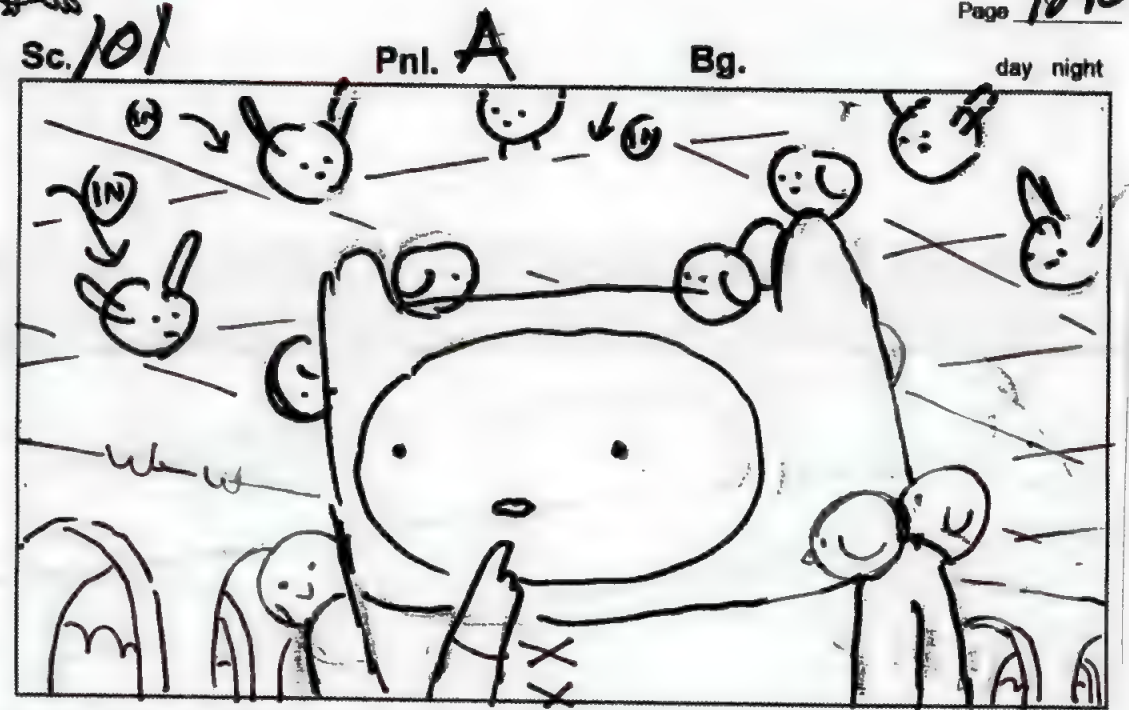
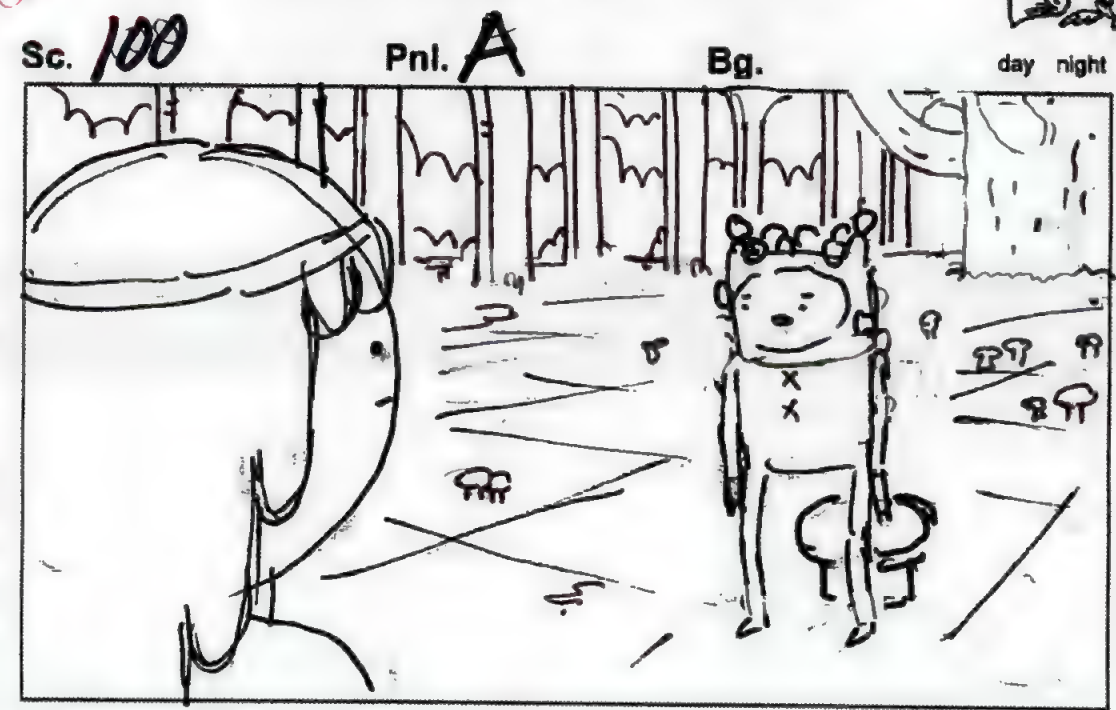
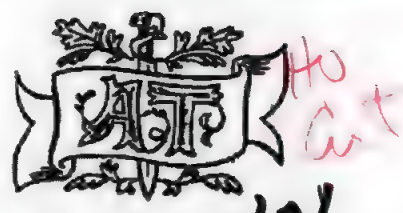


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Ho  
cut

# ADVENTURE TIME



Dialog: E: KINDA LIKE HOW...

Action: \* All into Finn wings! (A1)

Timing: Some fly off some stay (on Finn)

E: I'VE BEEN

- BIRDS LAND ON FINN  
- PECKING

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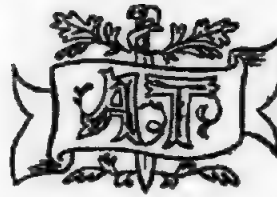
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Production :

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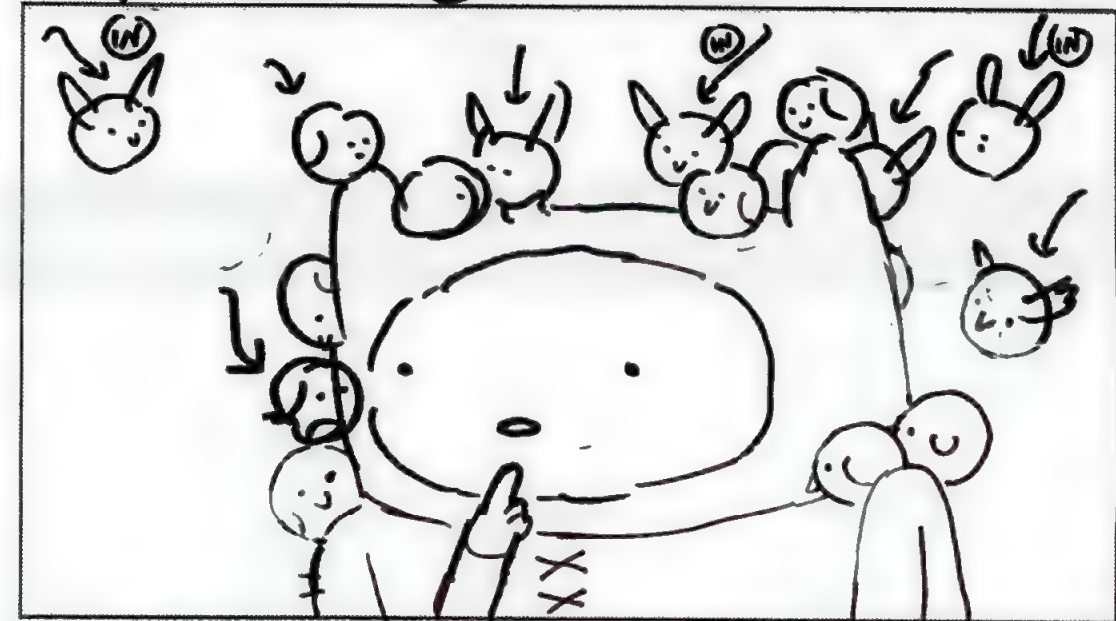
# ADVENTURE TIME



Sc. 101 CONT Pnl. B

Bg.

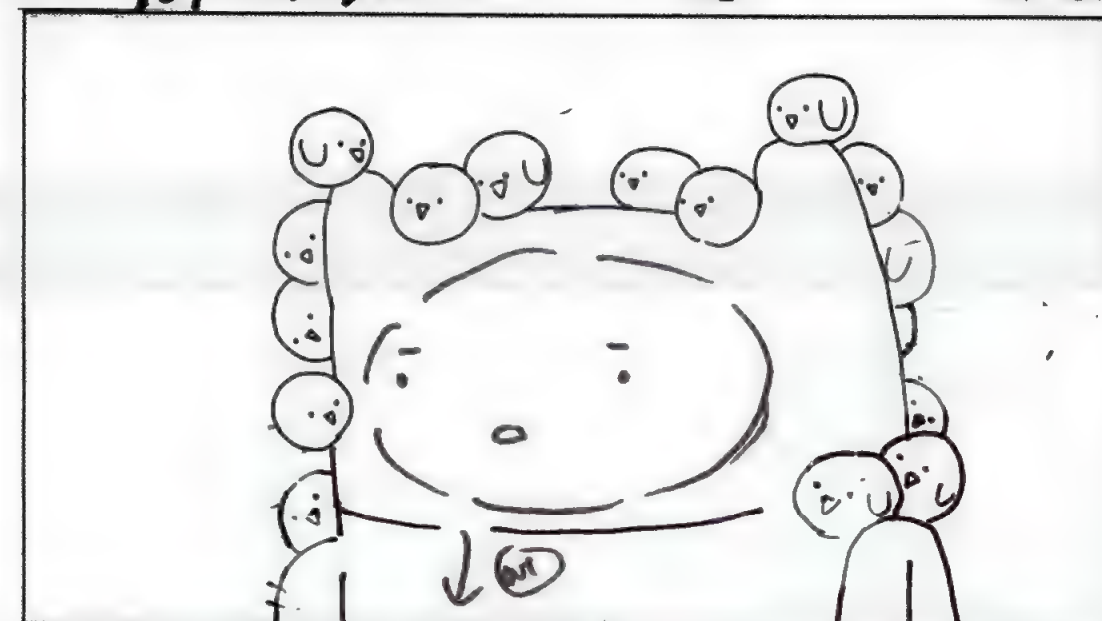
day night



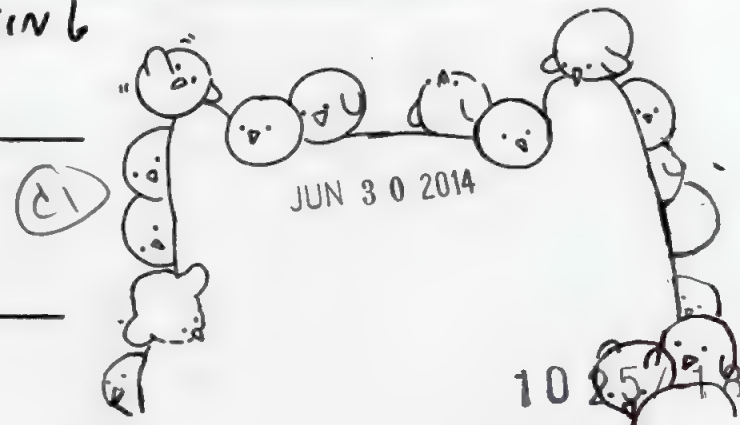
Sc. 101 CONT Pnl. C

Bg.

Page 129  
129A NEXT  
day night



Dialog:	FIN thinking about	FIN My Dad and how
Action:	- BIRDS FINISH LANDING - BIRDS PECKING	- BIRDS PECKING
Timing:		



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# ADVENTURE TIME



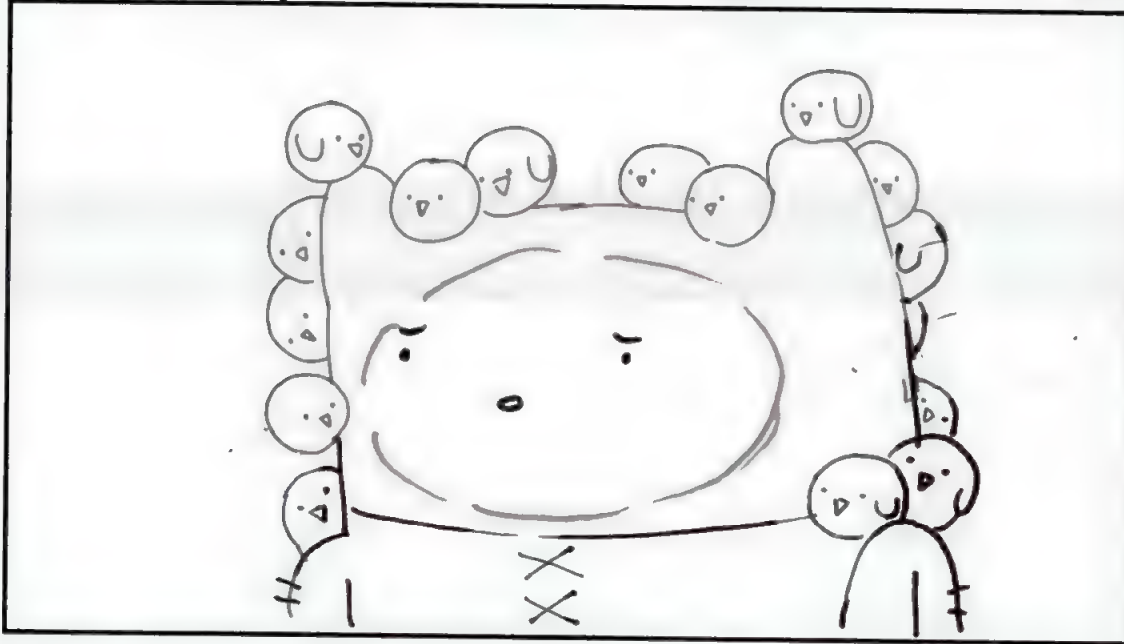
Sc. 101

*CONT*

Pnl. D

Bg.

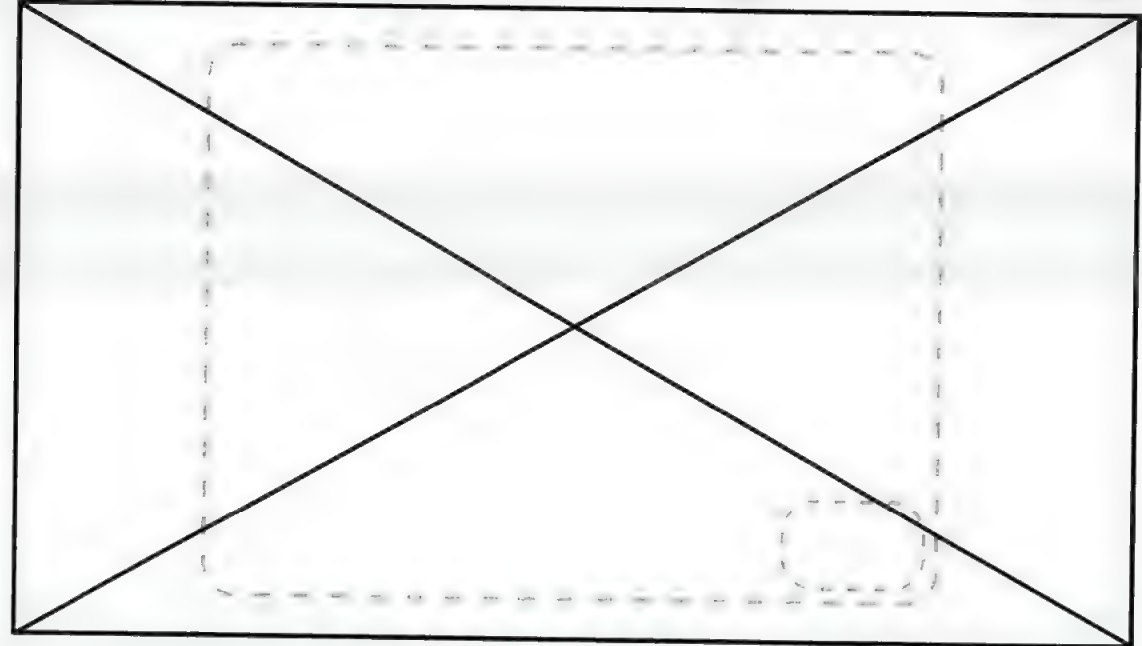
day night



Sc.

Pnl.

Bg.



Page 129A

*130 DAY*  
day night

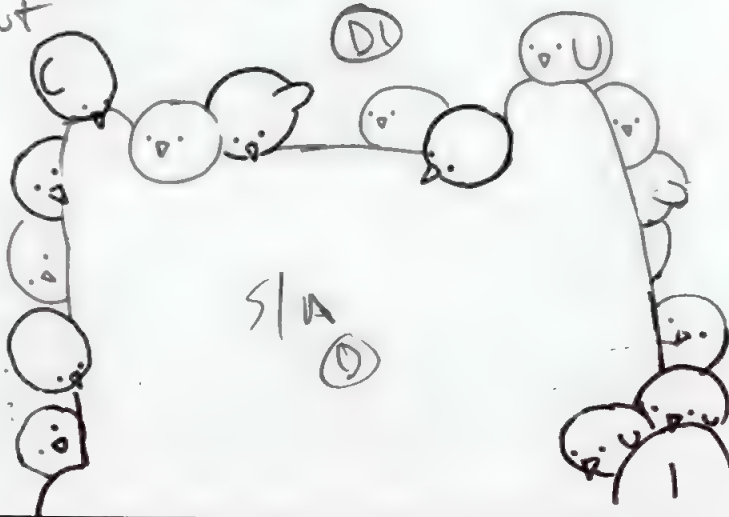
Dialog:

*FW*

I want him to act more  
like Daddy, But, But  
maybe Acting like  
Daddy Just isn't  
What he Does

Action:

Timing:



JUN 30 2014

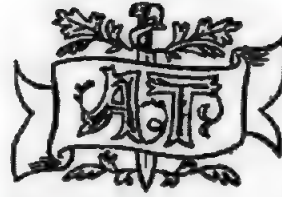
EPISODE # 1025-189

1025/189

Production:

1025/189

# ADVENTURE TIME

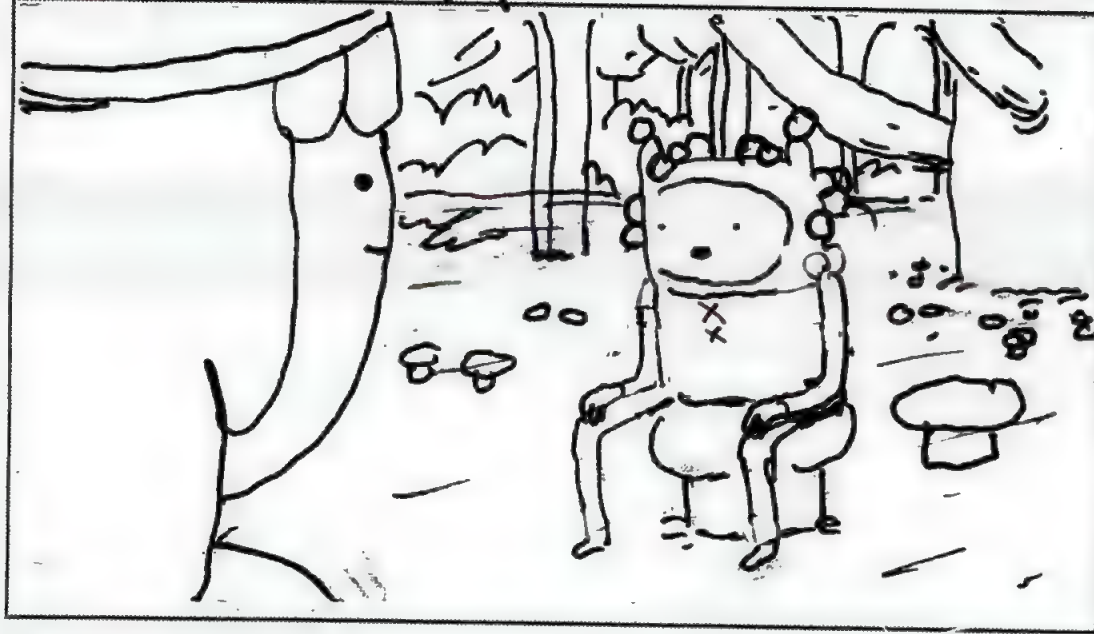


Sc. 102

Pnl. A

Bg.

day night

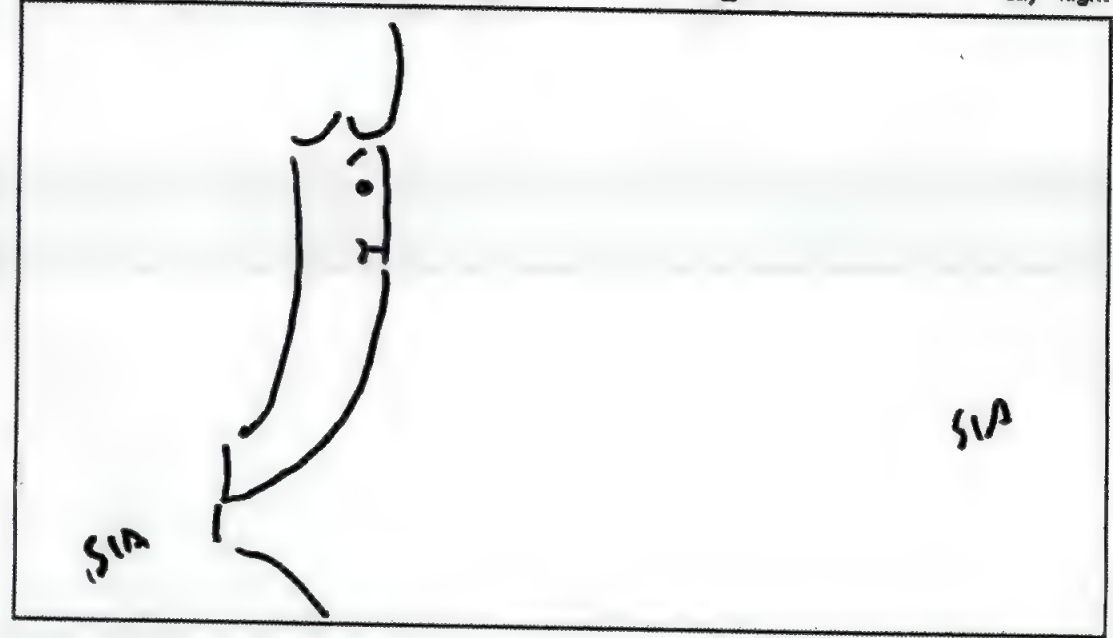


Sc. 102 cont

Pnl. B

Bg.

day night



SIA

SIA

Dialog:

E: ① MAYBE MY DAD'S NOT A DAD BT-  
② A KID STUCK IN A  
DAD'S BODY.

PB: Hmm.

Action:

Timing:



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Production :

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# ADVENTURE TIME



Sc. 102 CONT Pnl. C Bg. day night

Sc. 102 CONT Pnl. D Bg. day night

Dialog:	<u>SFX: (WHOOSH)</u>	<u>PB: (GASP)</u>	<u>SFX: (THUD)</u>
Action:	— TIMMY POUNCES ON FINN		
Timing:	JUN 30 2014		

*CS*

1025-189

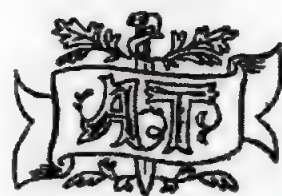
EPISODE #

1025/189

Production :

1025/189

ADVENTURE TIME

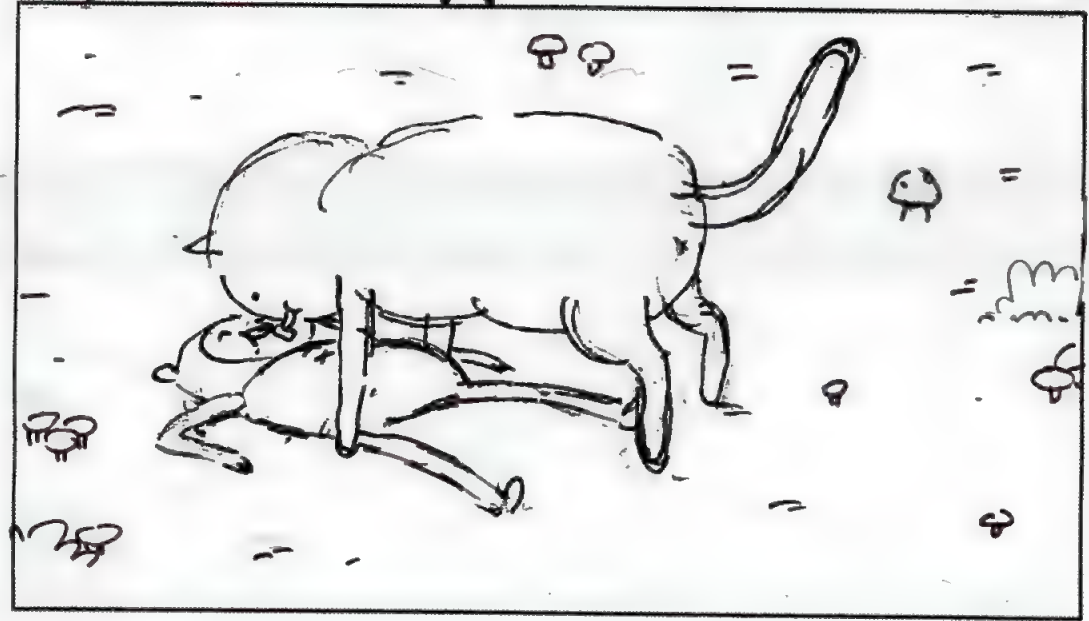


Sc. 103

Pnl. A

Bg.

day night

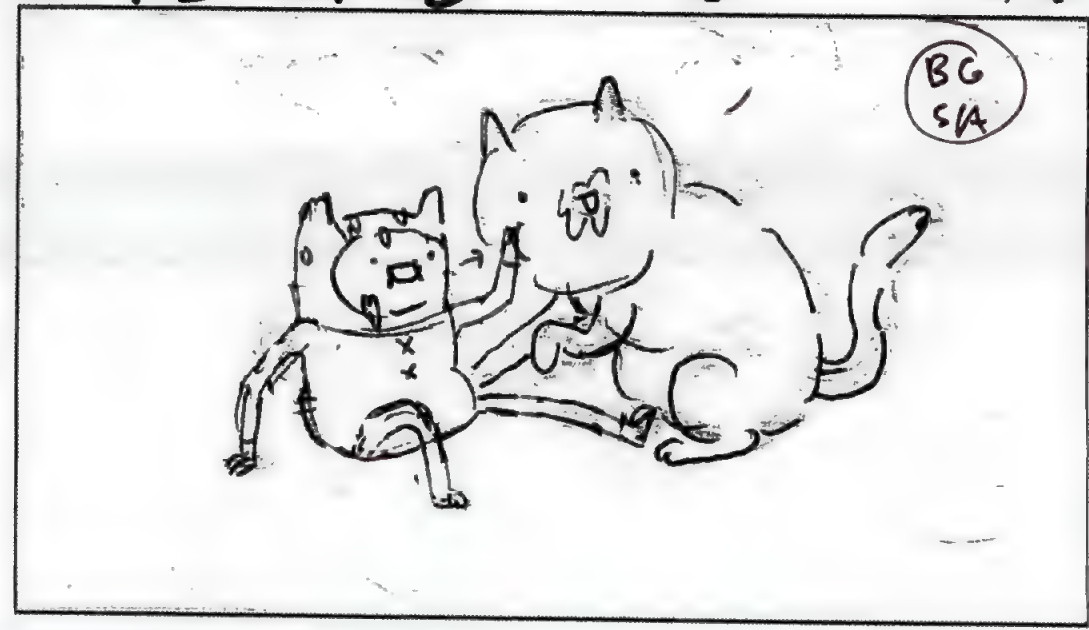


Sc. 103 CONT

Pnl. B

Bg.

day night



Dialog:

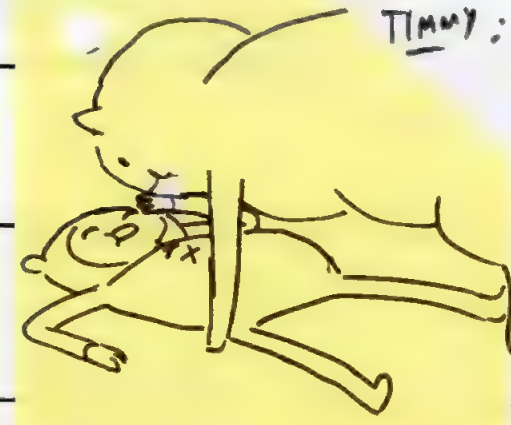
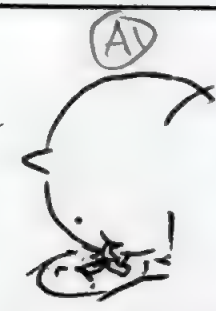
F: (LAUGHTER)

Action:

Timing:

F: TIMMY KNOWS WHAT'S UP.

TIMMY: MROW



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Production :

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1025/189

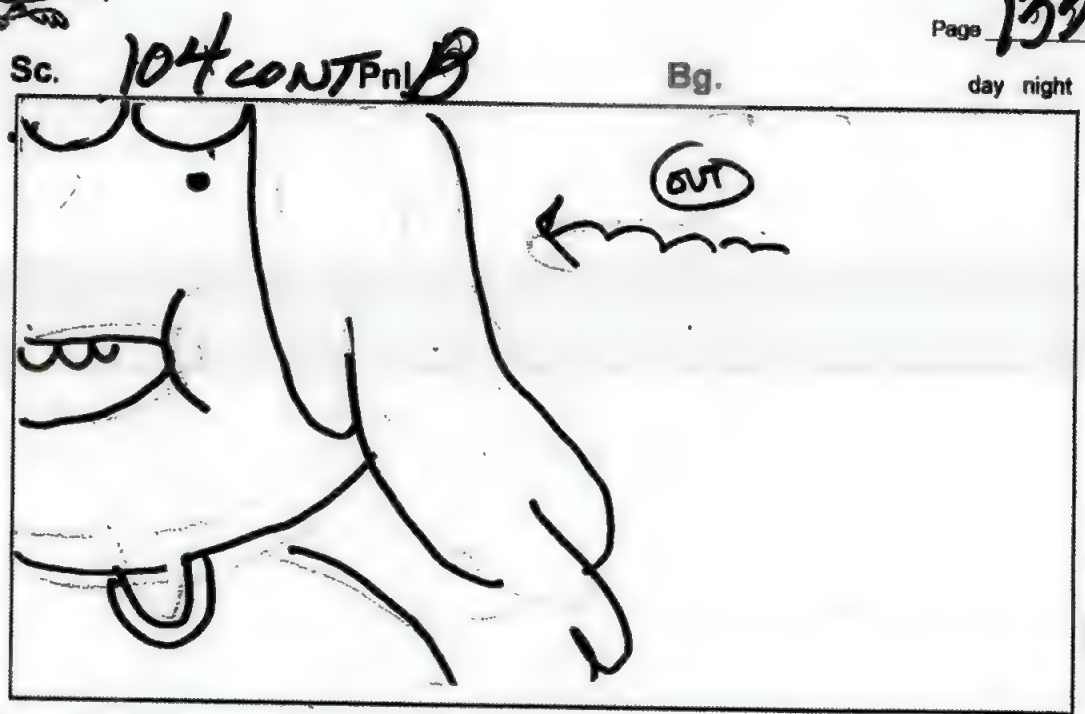
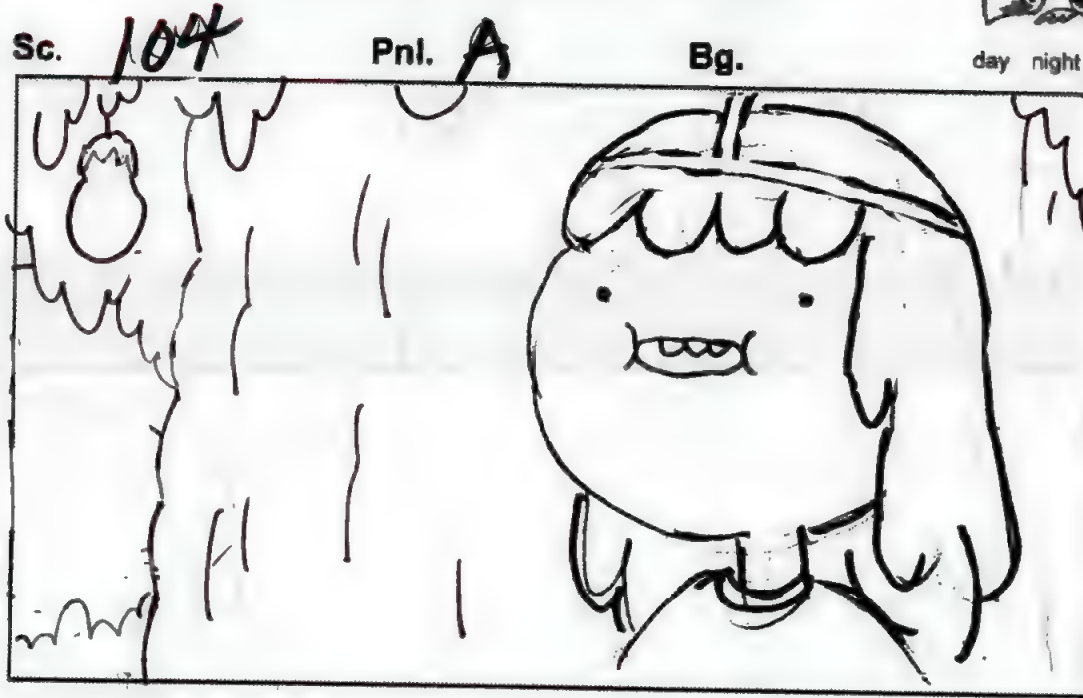
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# ADVENTURE TIME



Dialog:

PB: (HIGH-PITCHED)  
TIMMYYY!!

Action:

-PB WALKS FORWARD OFF/S.

JUN 30 2014

Timing:

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Production :

1025/189

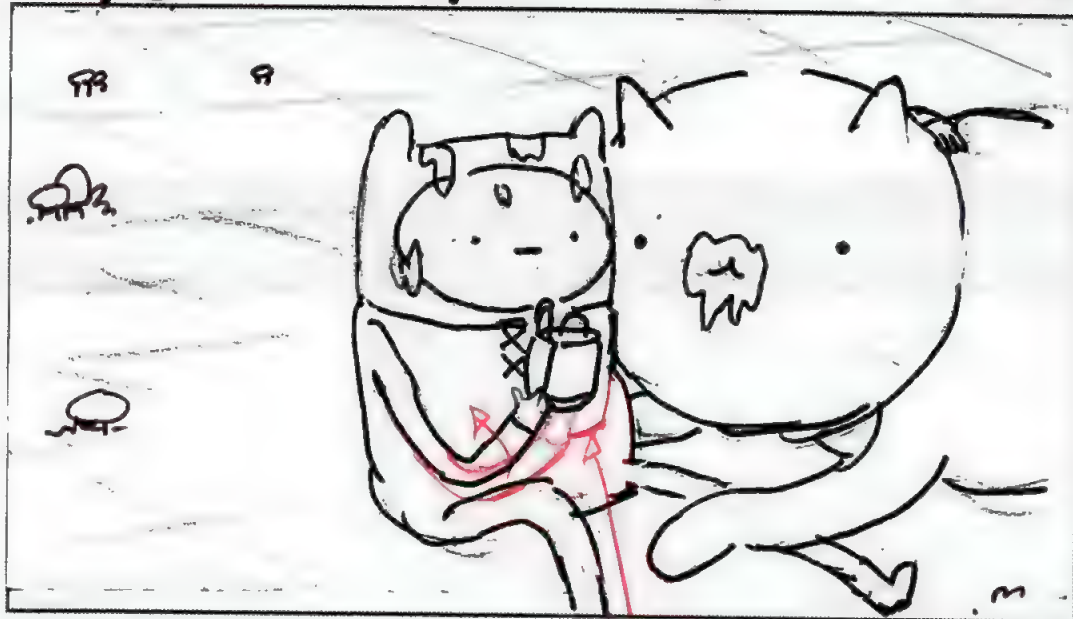
1025/189

Cut

# ADVENTURE TIME



Sc. **105** Pnl. **A** Bg. day night



Sc. **105 cont** Pnl. **B** Bg. day night

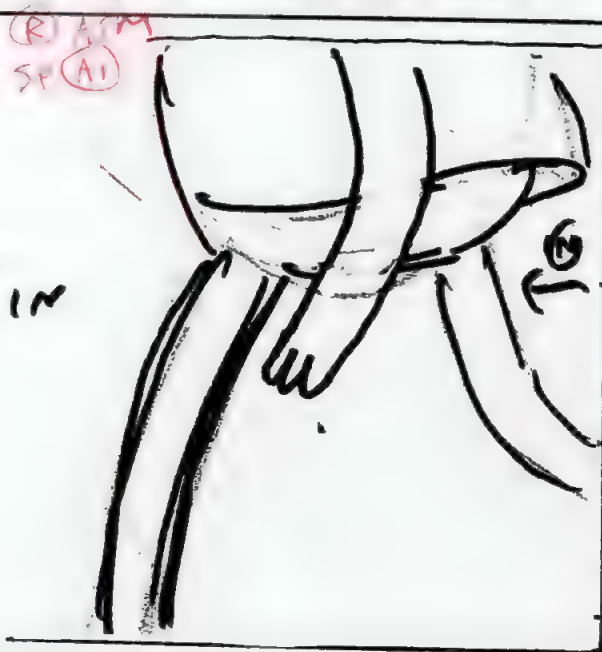


Dialog:

Action:

Timing:

-PB RUNS IN



(B1)



(R) Hand thumb  
Press's  
Button

JUN 30 2014

EPISODE # 1025-189

Production :

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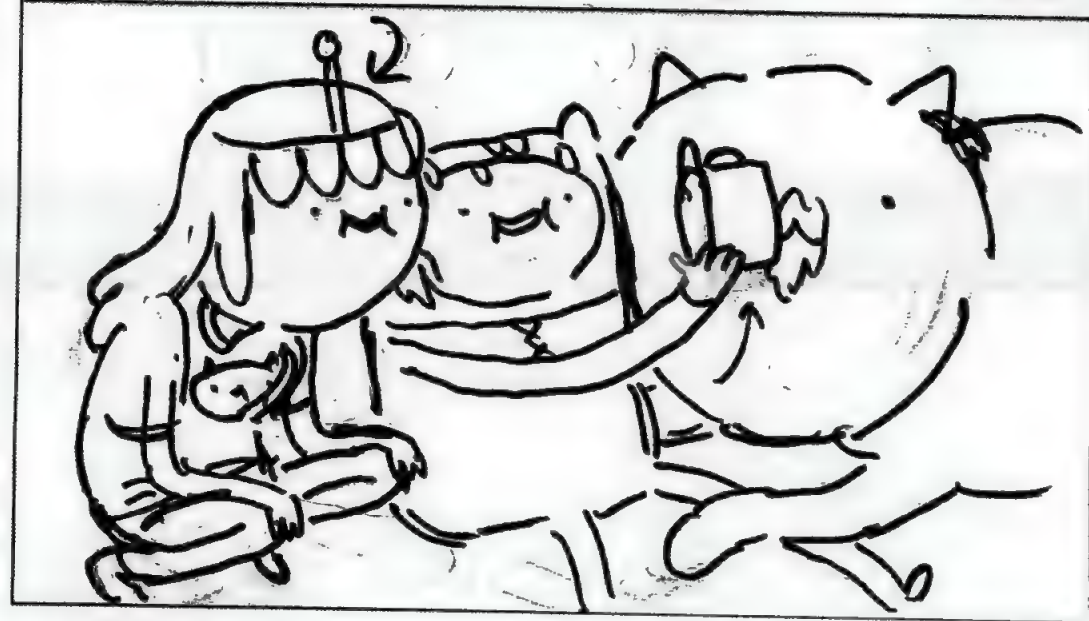
# ADVENTURE TIME



Sc. 105 CONT Pnl. C

Bg.

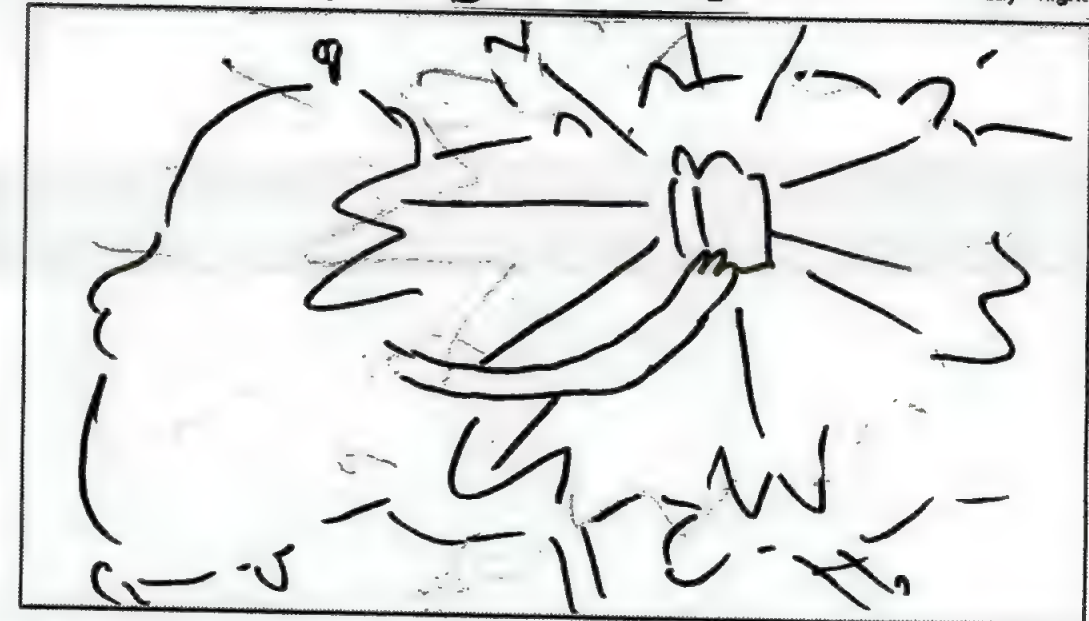
day night



Sc. 105 CONT Pnl. D

Bg.

day night



Dialog:

PB/F: TIMMYYYY

SFX: [SHUTTER CLICK]

Action:

- ①-PB CROUCHES DOWN
- ②-F LIFTS PHONE UP, TIMMY LOOKS AT PHONE

- FLASH FROM CAMERA WASHES OUT SCREEN

Timing:



JUN 30 2014

Cut  
FADE  
out

EPISODE # 1025-109

1025/189

Production :

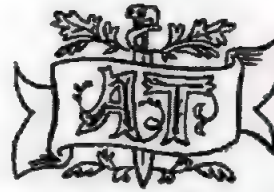
1025/189

1025/189

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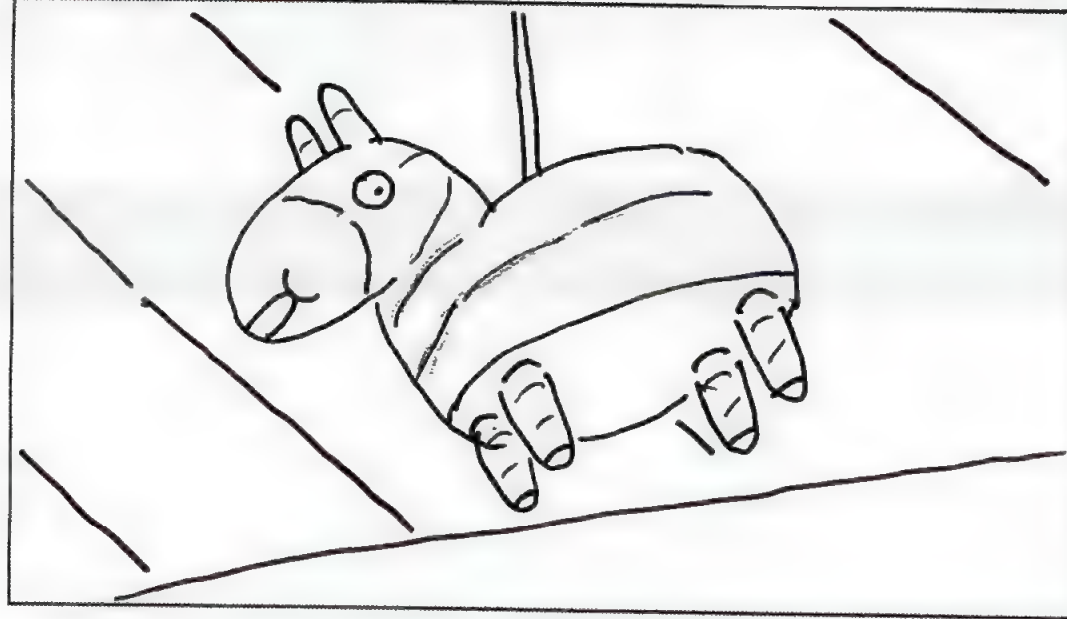
Cut w/ Fade In

# ADVENTURE TIME

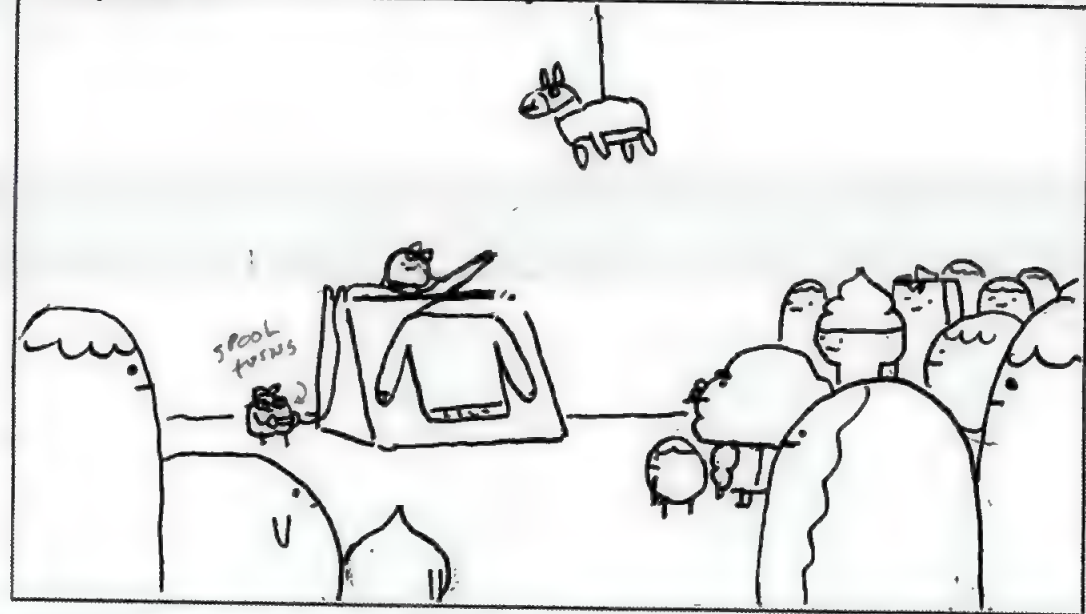


Has Cut

Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night

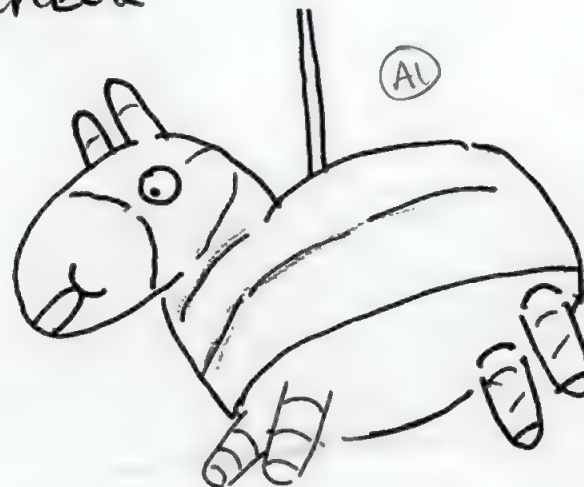


M: OKIE DOKIE  
EVERYBODY CHECK  
IT OUT -

Action:

-FADE IN ON  
MANFRIED

Timing:



M: ONCE IN PLACE, THIS  
SWEATER WILL --

(A1)



JUN 30 2014

Has Cut

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EPISODE #

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Production :

1025/189



Ho Cut

ADVENTURE TIME

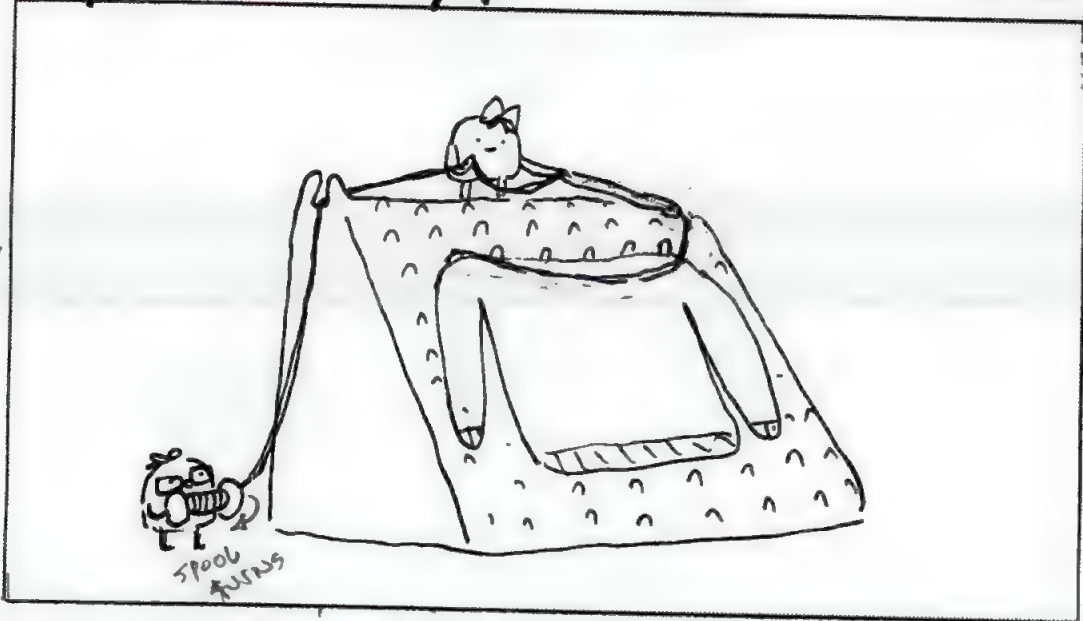


Sc. 108

Pnl. A

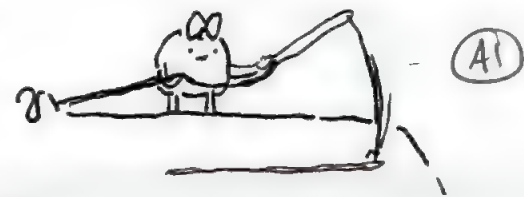
Bg.

day night



POSES

- LOOPING  
YARN AROUND  
PEGS



A1



A2



A3



A4



A5

JUN 30 2014

Dialog:

M: (off) MUFFLE THE  
EXPLOSION  
PERFECTLY ...

Action:



Timing:

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Production :

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Cut

1025/189

1025/189

1025/189

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1025/189

Cut

# ADVENTURE TIME

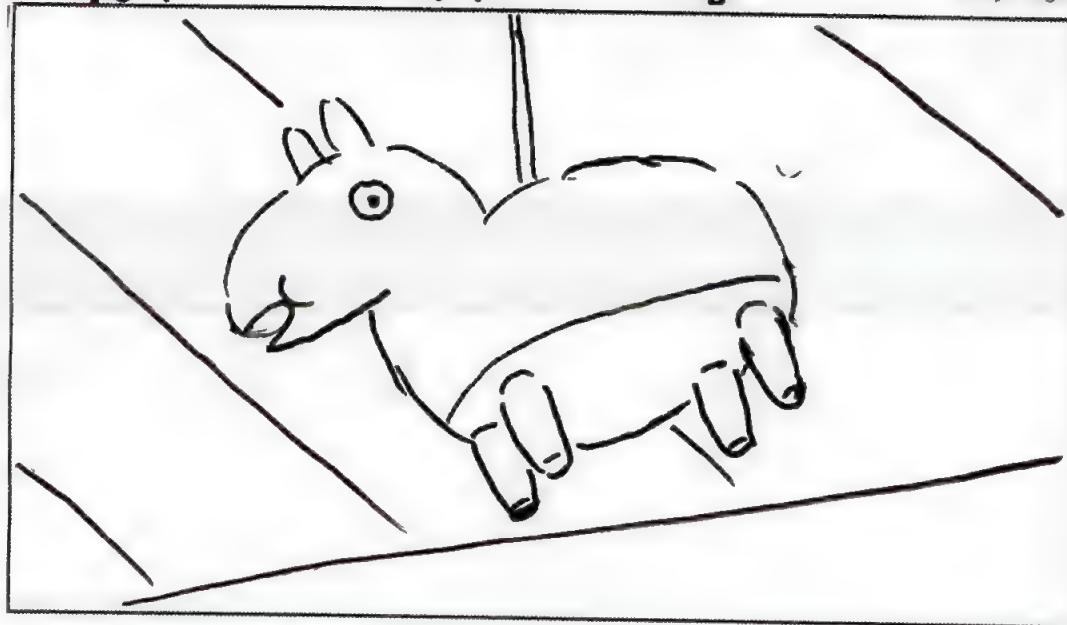


Sc. 109

Pnl. A

Bg.

day night

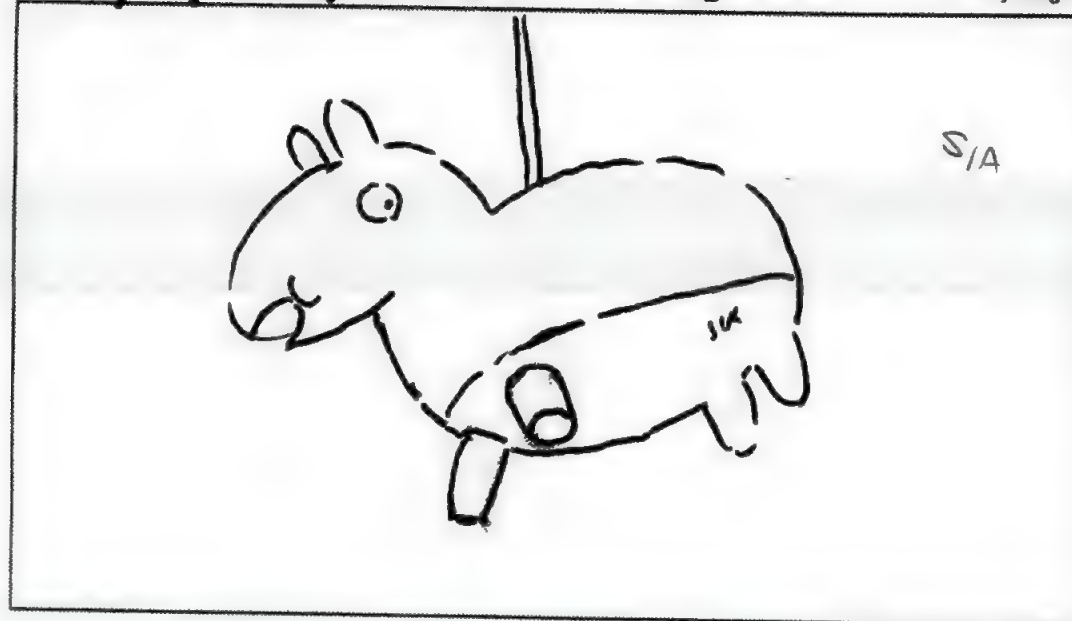


Sc. 109 cont Pnl. B

Bg.

Page 138  
day night

Cut



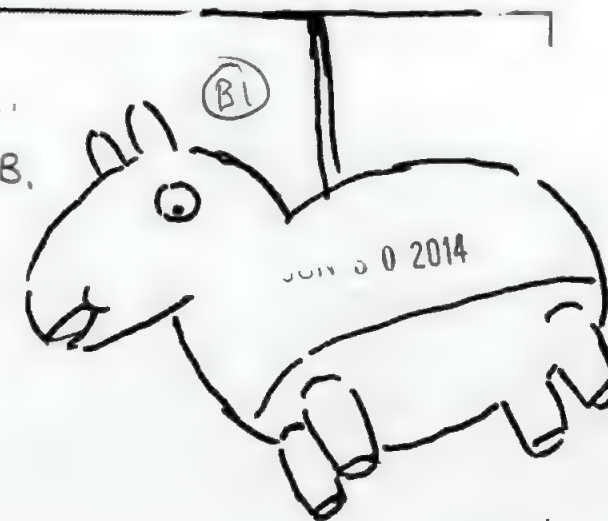
Dialog:

M: ALLOWING THE  
FRAME AROUND THE  
DOOR →

Action:

Timing:

M: TO GENTLY  
FALL APART...  
FREEING FINN & PB.



EPISODE # 1025-189

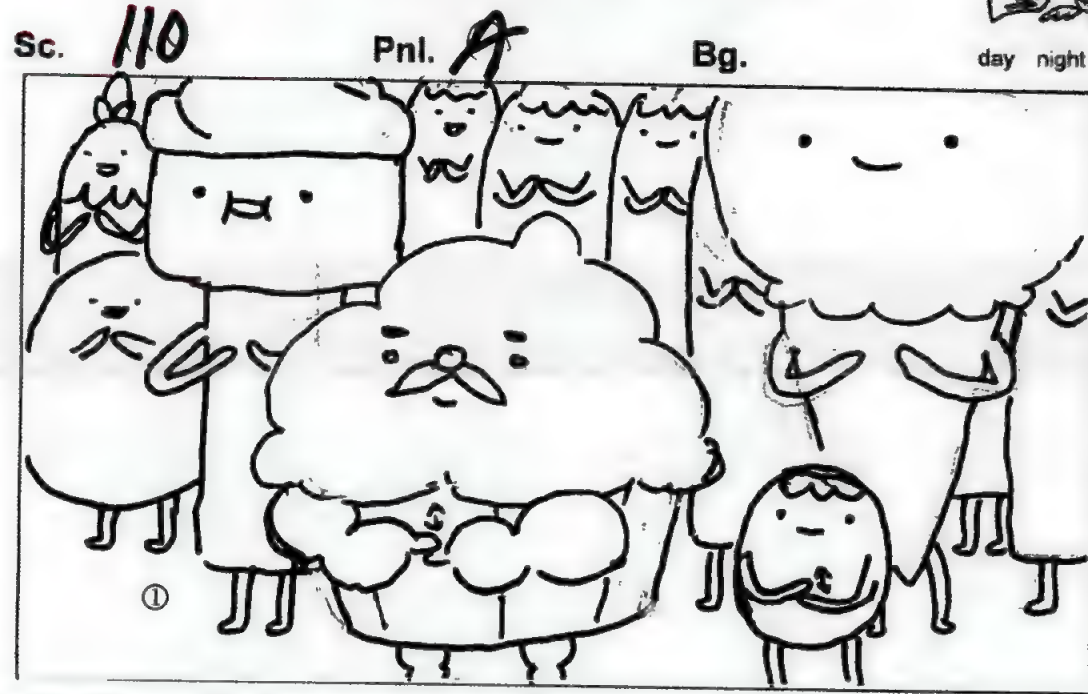
1025/189

1025/189

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# ADVENTURE TIME



Dialog:

SFX: [APPLAUSE]

Action:

- CANDY PEOPLE APPLAUD.

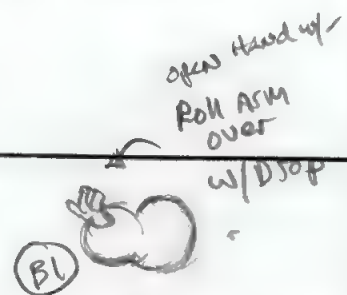
Timing:

(A)



MR. CL: MANFRIEDS A  
GOOD LEADER  
BECAUSE WE CAN  
ALWAYS SEE HIM.

- MR. C POINTS UPWARD



JUN 30 2014

Production :

EPISODE # 1025-189

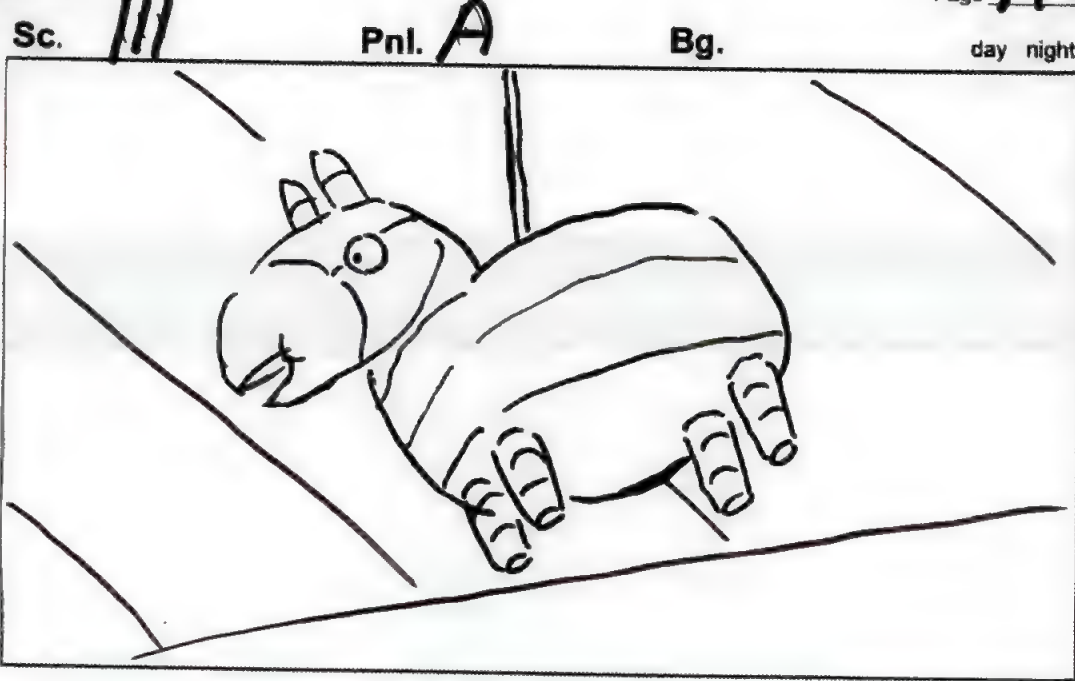
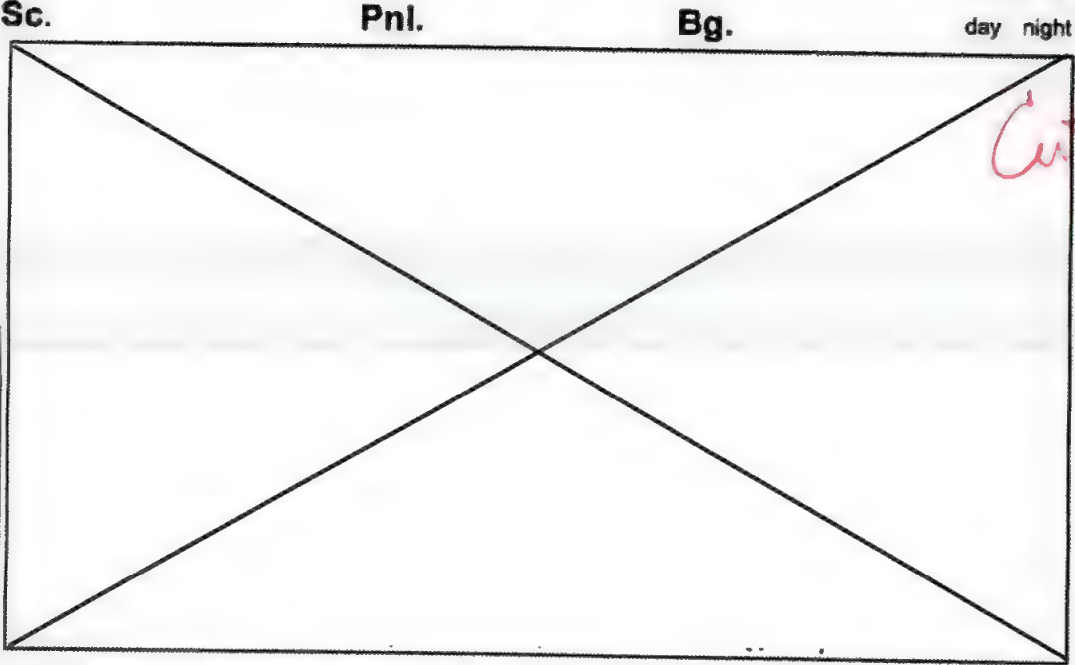
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1025/189

ADVENTURE TIME



Page 140  
day night



Dialog:

M: NOW, THE CANNON  
SHOULD GO --

Action:

Timing:

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EPISODE #  
Production :

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1025/189

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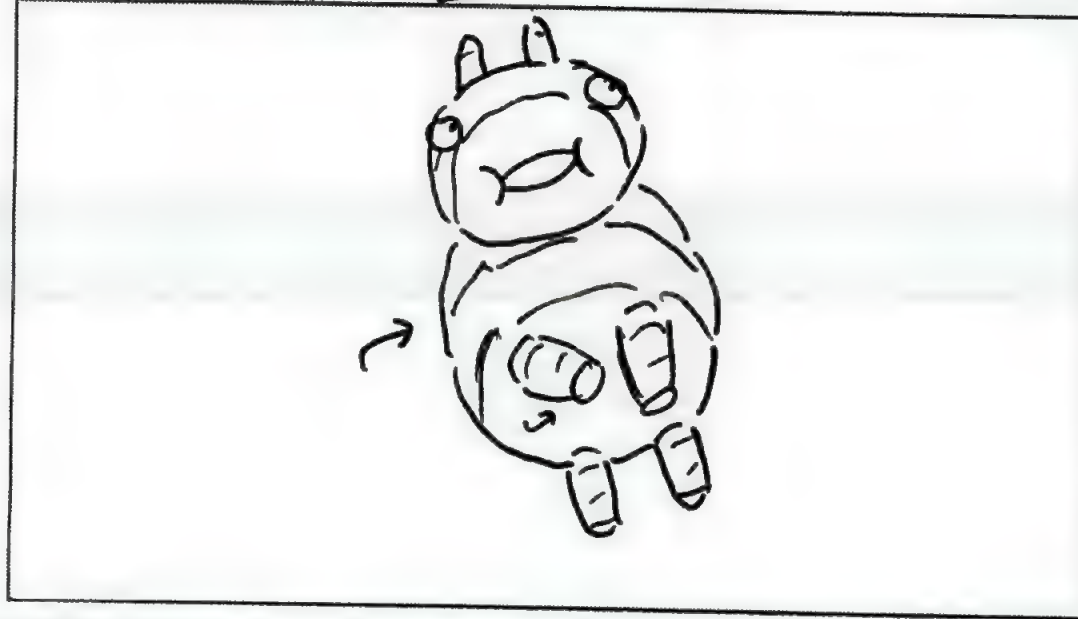
# ADVENTURE TIME



Sc. 111 CONT Pnl. B

Bg.

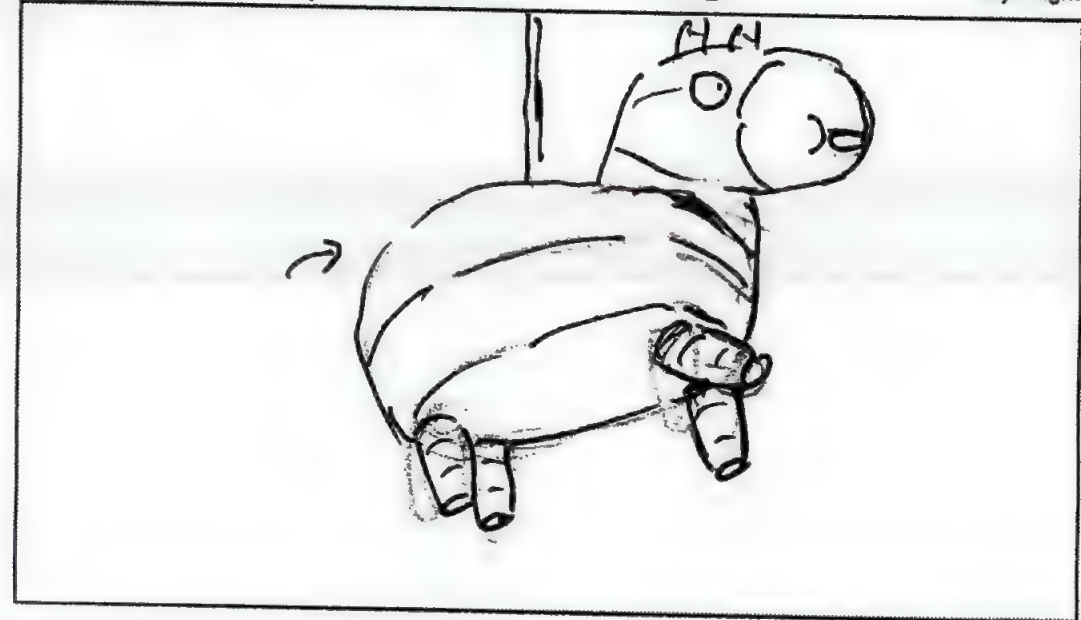
day night



Sc. 111 CONT Pnl. C

Bg.

day night



Dialog:

M: RIGHT OVER..

M: HERE.

Action:

- M POINTS TO HIS LEFT AND  
STARTS TURNING SLOWLY COUNTERCLOCKWISE

- TURNING

JUN 30 2014

Timing:

EPISODE # 1025-189

Production :

1025/189

1025/189

# ADVENTURE TIME



Sc.

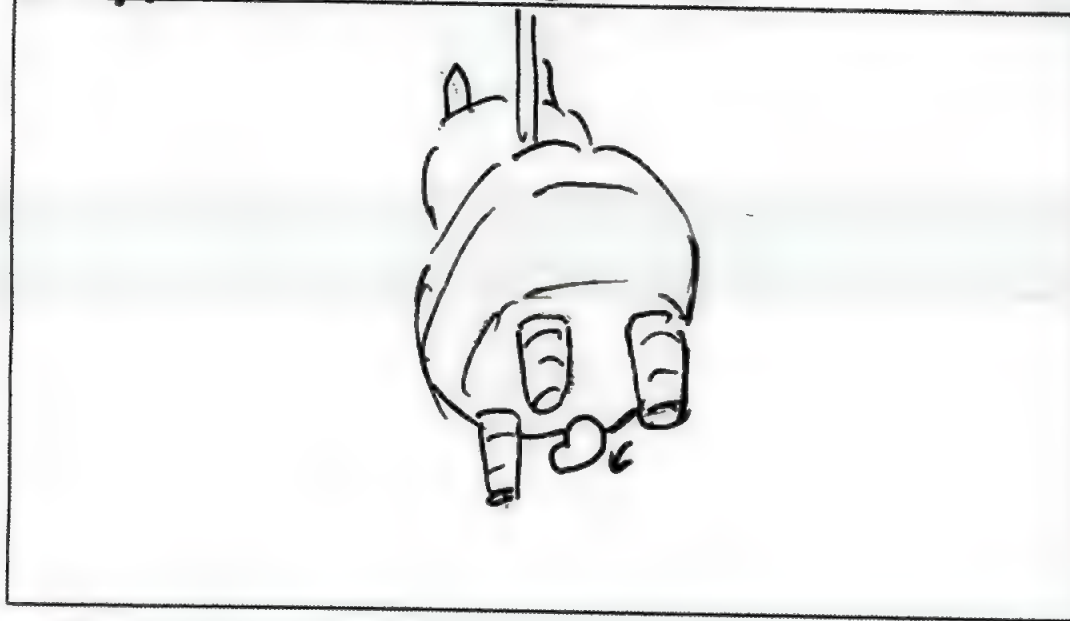
111 CONT

Pnl.

D

Bg.

day night



Sc.

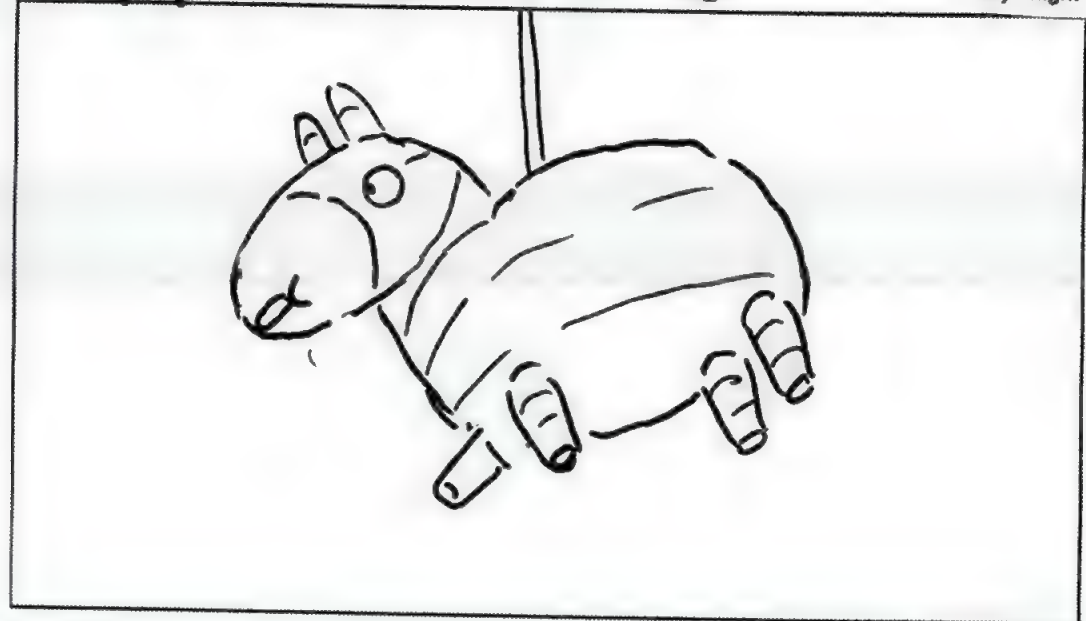
111 CONT

Pnl.

E

Bg.

day night



Page 142

Dialog:

M: UH - NO WAIT -

M: UHH.

Action:

- PUTS DOWN HIS POINTING LEG
- STILL TURNING

- SLOWS TO A STOP IN THE SAME POSE HE STARTED IN

Timing:

JUN 30 2014



EPISODE #

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1025/189

Production :

1025/189



# ADVENTURE TIME



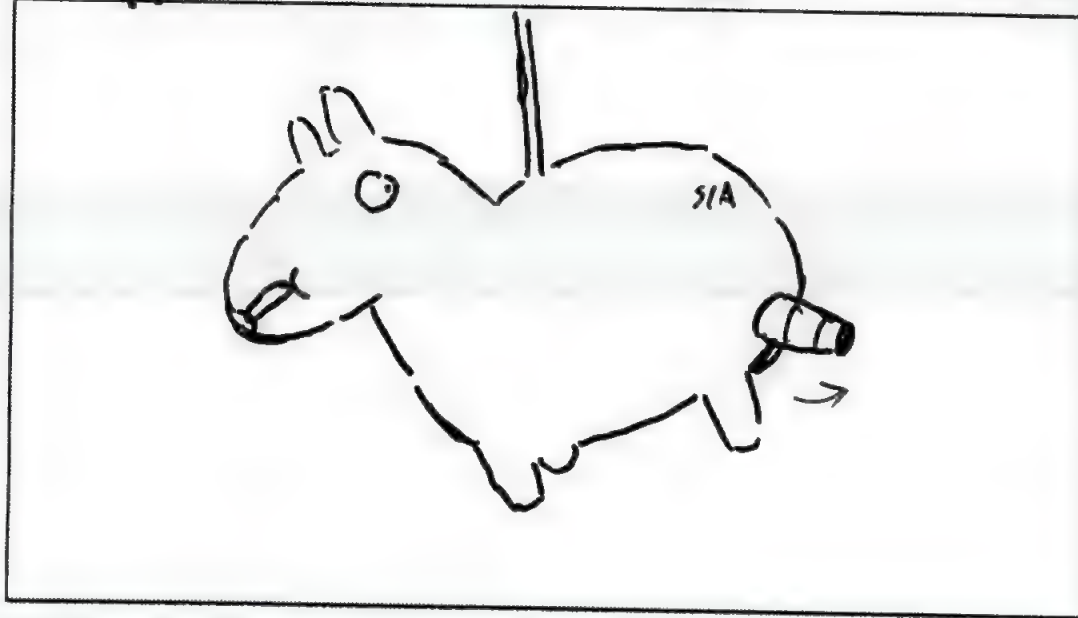
*cut*

Page **143**

Sc. **111 CONT** Pnl. **F**

Bg.

day night

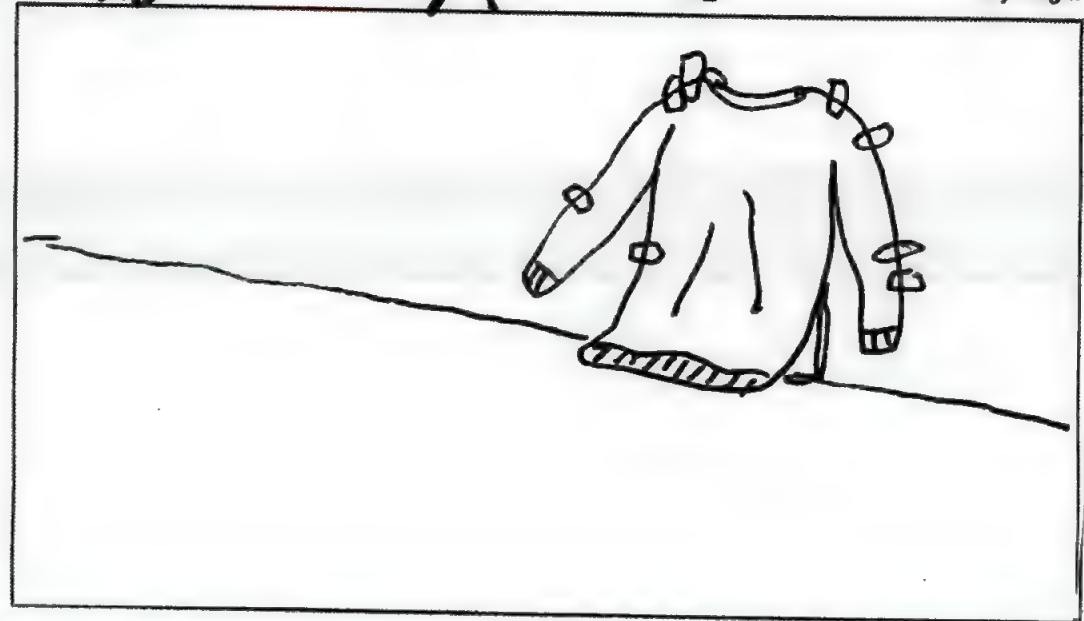


Sc. **112**

Pnl. **A**

Bg.

day night



Dialog:

M: HERE .

Action: - M POINTS BACKWARDS WITH HIS HIND LEG

- SWEATER TAPED OVER CLOSET DOOR

Timing:

JUN 30 2014

1025-189

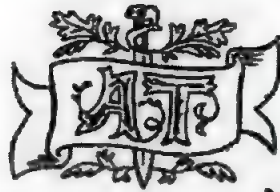
EPISODE #

Production :

1025/189

1025/189

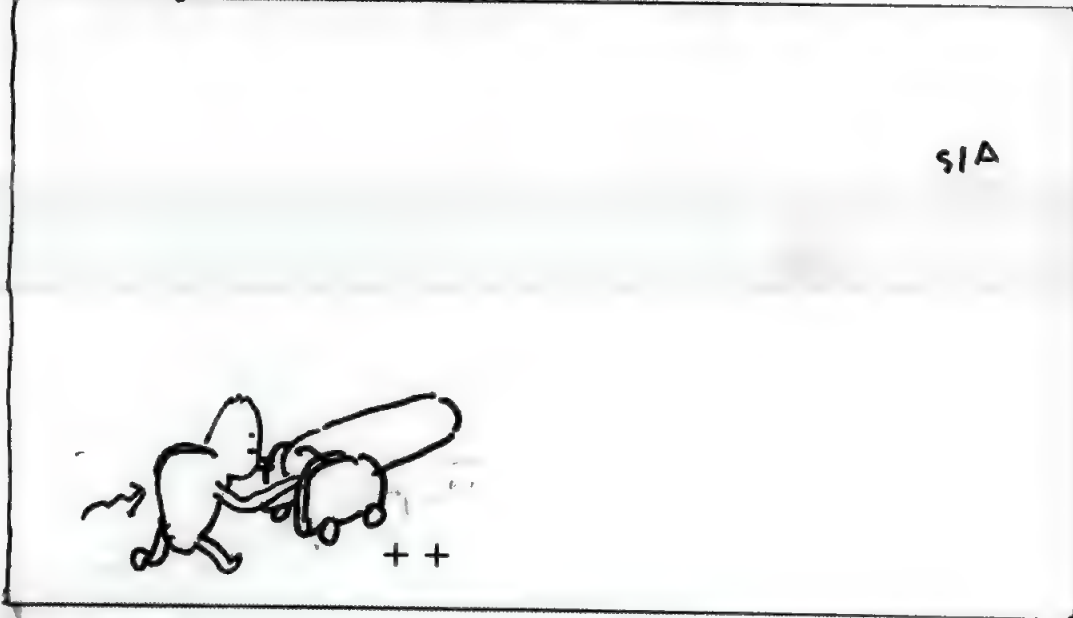
# ADVENTURE TIME



Sc. 112 cont Pnl. B

Bg.

day night

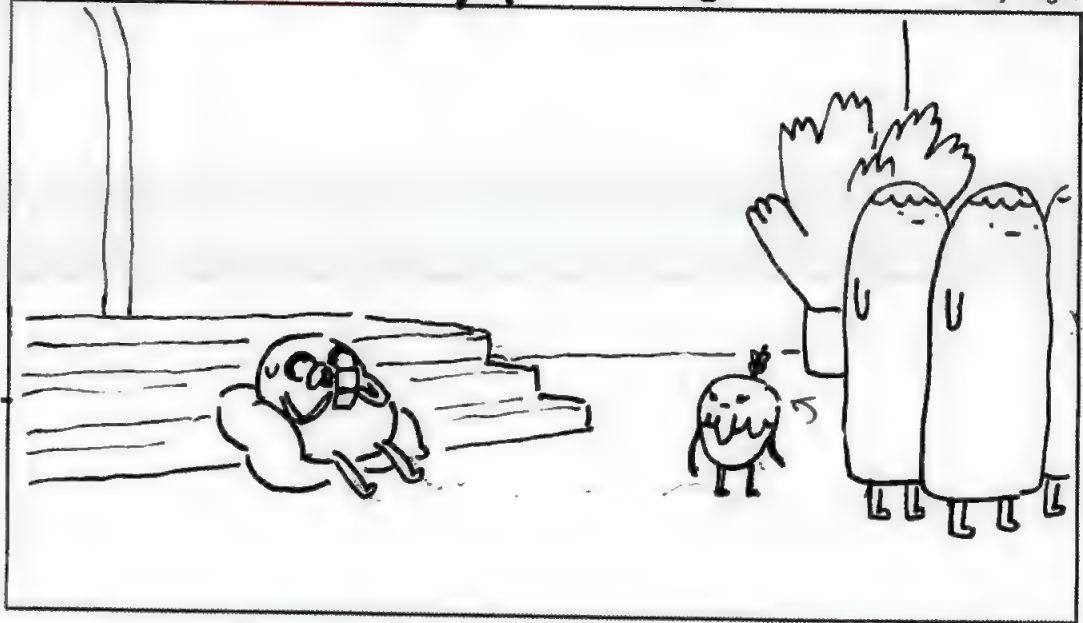


Sc. 113

Pnl. A

Bg.

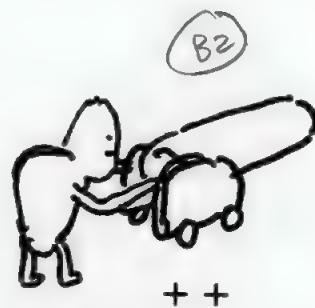
day night



Dialog:

Action: - CCC WHEELS IN CANNON

Timing:



J: HEHEH

- J ON HIS PHONE  
- CH.B. LOOKING AT J



(A1)

JUN 30 2014



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Production :

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1025/189



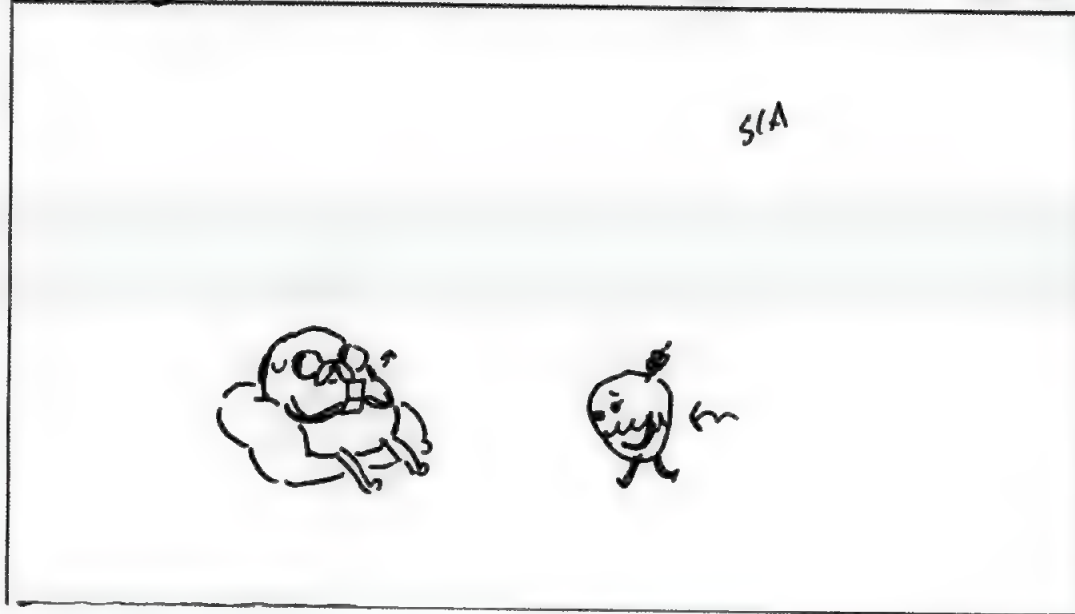
# ADVENTURE TIME



Sc. 113 CONT Pnl. B

Bg.

day night



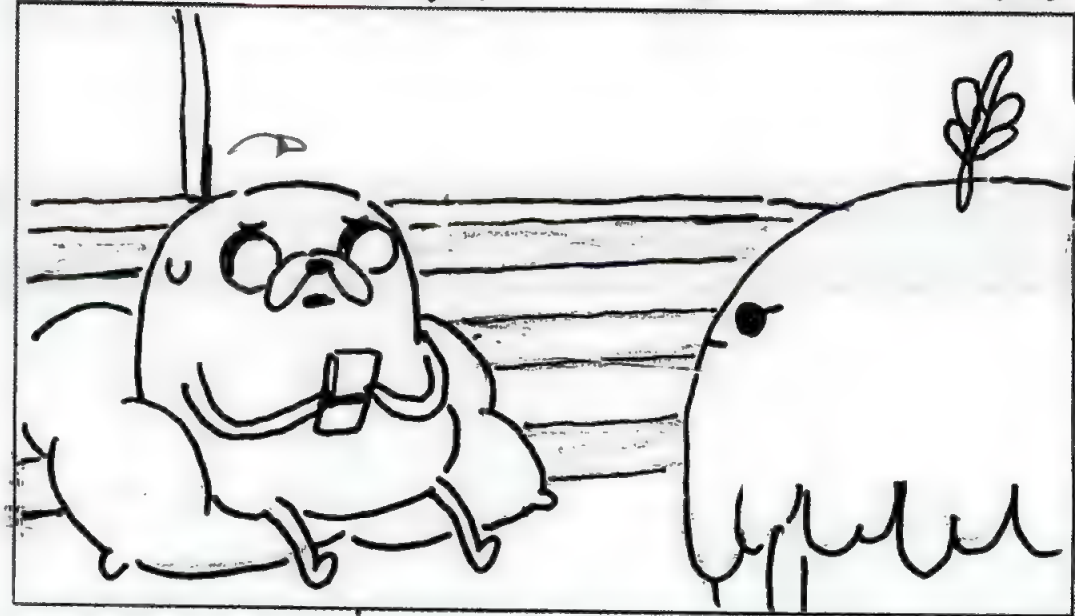
Sc. 114

Pnl. A

Bg.

Page 145

day night



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1025/189

Dialog:

CH. B: AREN'T YOU WORRIED ABOUT FEEN?

J: OF COURSE I AM,  
(A1) SEE THESE TEARS OF WORRY

Action:

-CB WALKS OVER TO JAKE.

-JAKE LOOKS UP.

Timing:



JUN 30 2014

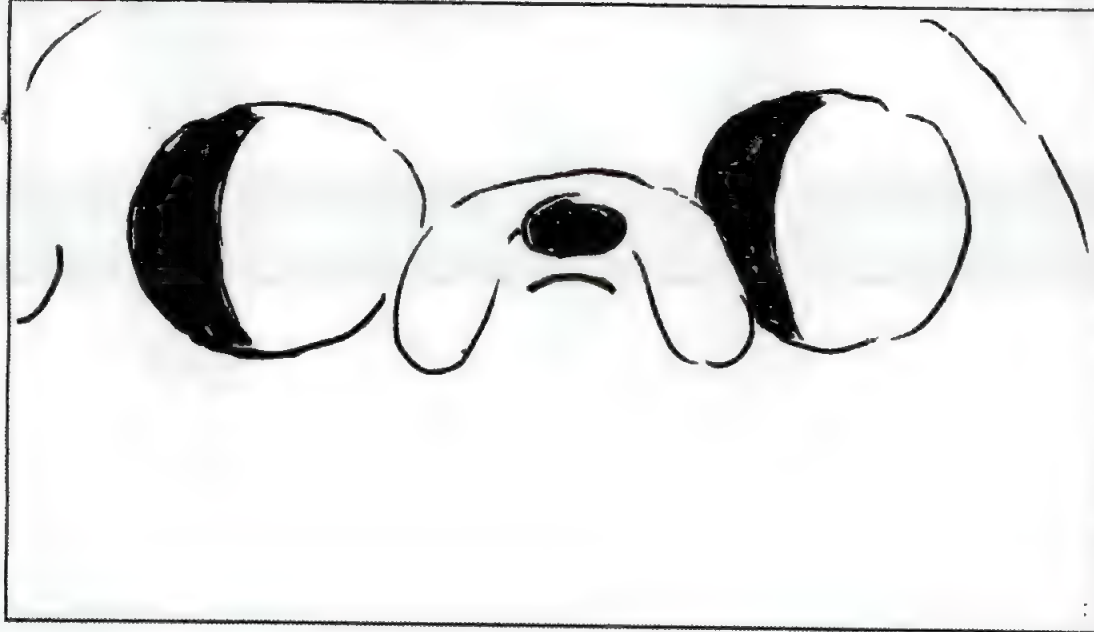
1025/189

1025/189  
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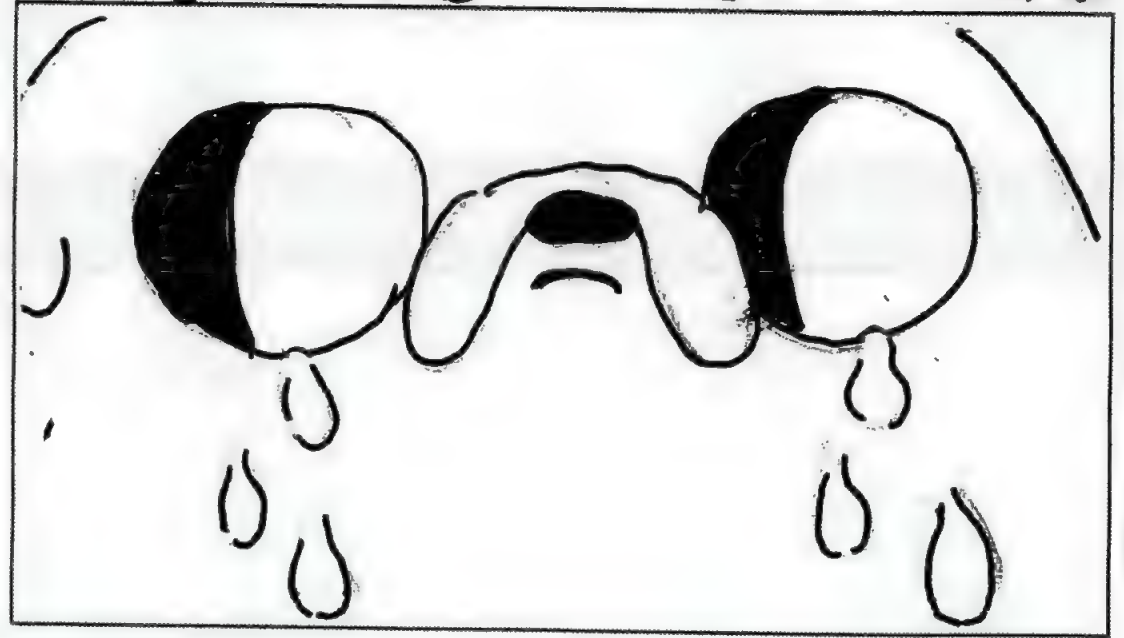
# ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



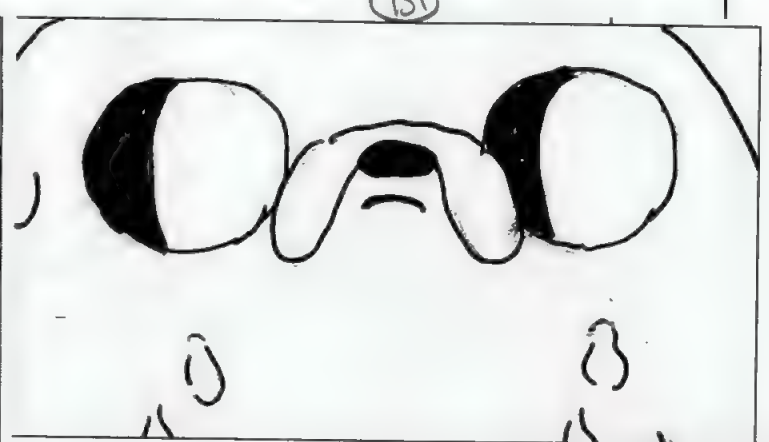
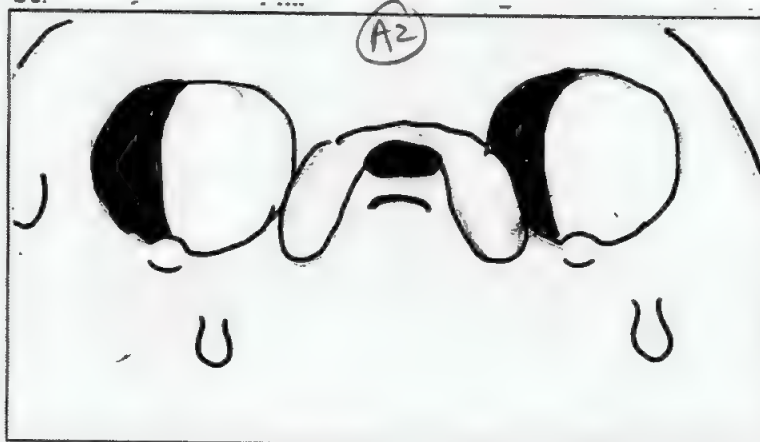
Sc. 115 CONT Pnl. B Bg. day night Page 146 146A NEXT



Dialog:

- TEAR SHAPED BUMPS FORM AND RUN DOWN JAKE'S FACE

JUN 30 2011



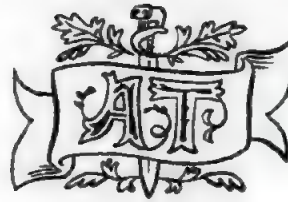
1025-109  
EPISODE #

1025/189

1025/189



# ADVENTURE TIME

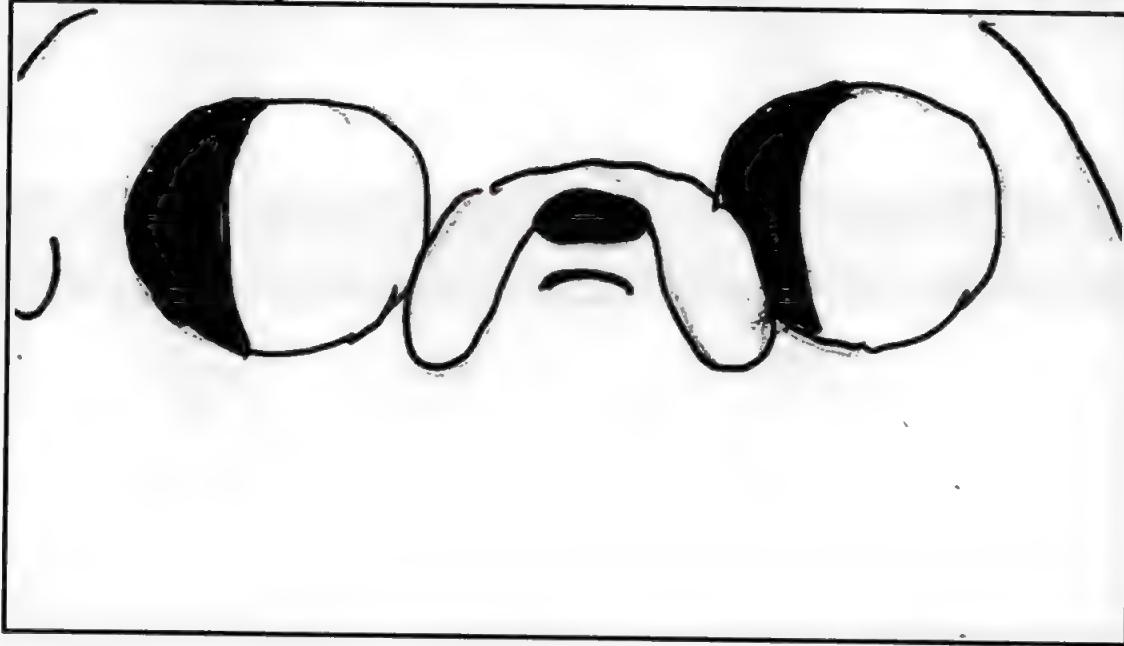


HO  
Cut

Sc. 115 *CONT* Pnl. C

Bg.

day night

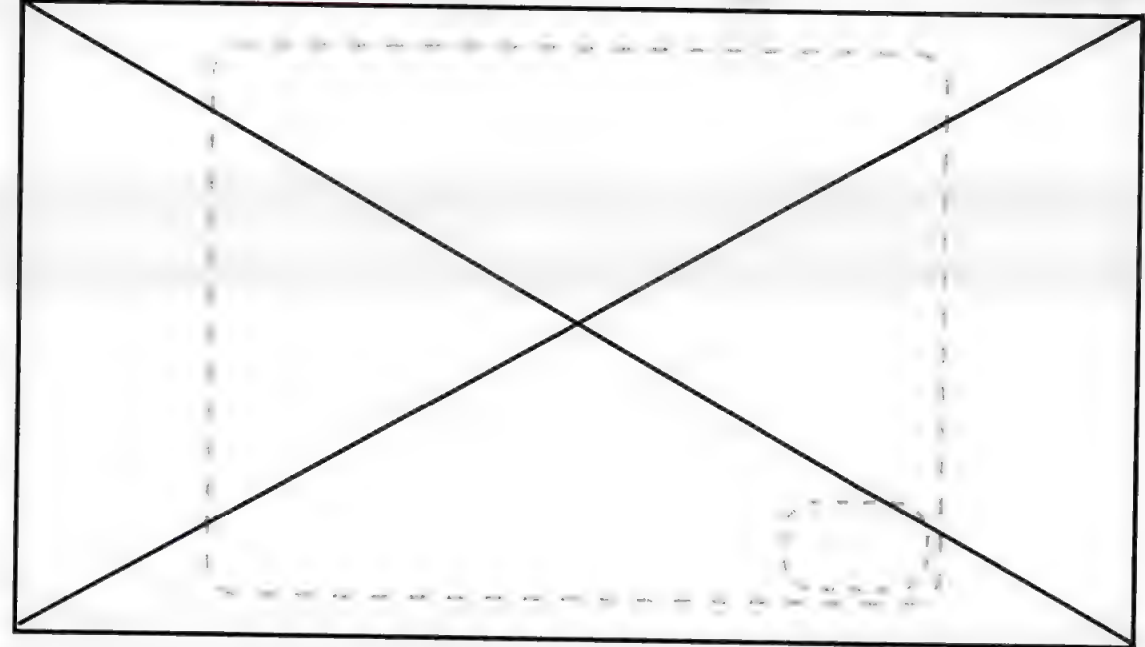


Sc.

Pnl.

Bg.

Page 146A  
*147 NEXT*  
day night



Dialog:

Action:

Timing:

JUN 30 2014

EPISODE # 1025-189

Production:

1025/189

1025/189

Ho  
Cut

# ADVENTURE TIME



Sc.

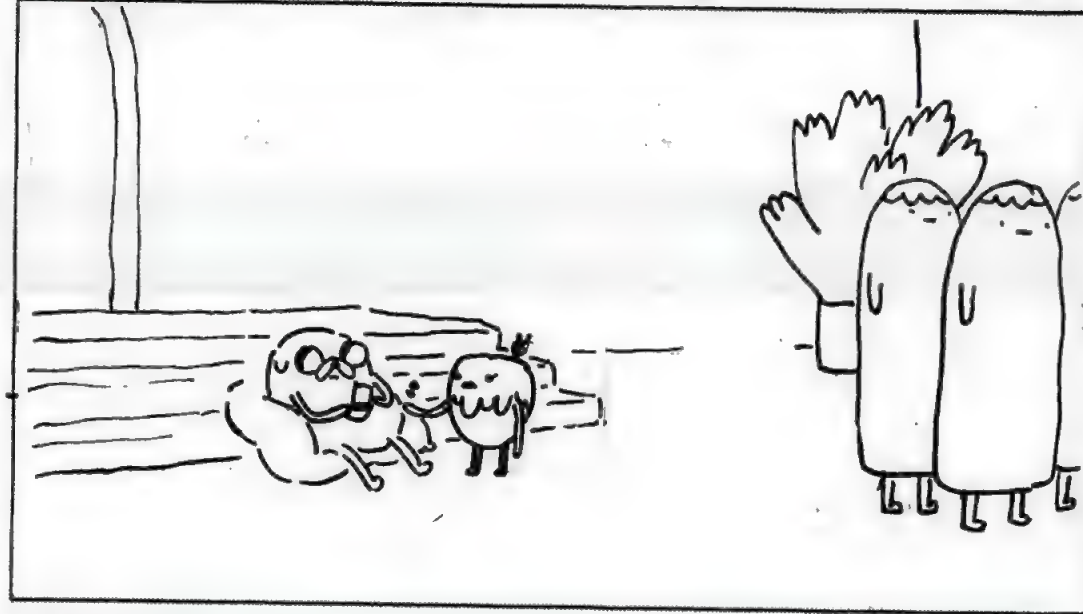
116

Pnl.

A

Bg.

day night



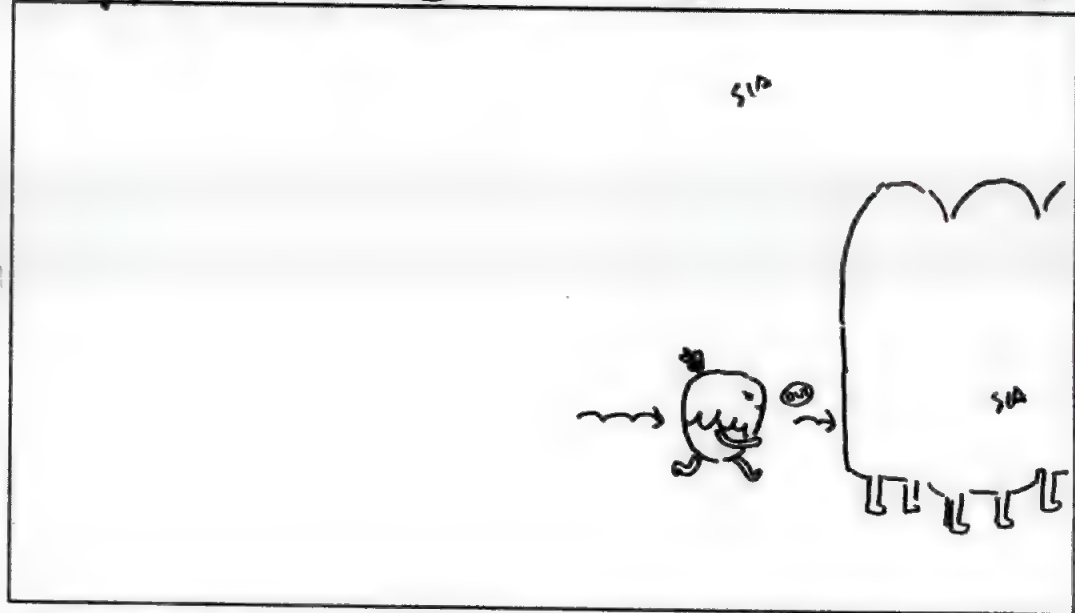
Sc.

116 cont

Pnl B

Bg.

day night



Dialog:

CH.B: IT VEEL BE OK, JAKE.

Action:

- CH.B PATS J'S ARM REASSURINGLY.

- CH.B. RUNS OFF

- J GOES BACK TO HIS PHONE

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Timing:



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1025-189

EPISODE #

1025/189

Ho  
Cut

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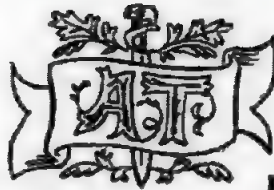
1025/189

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He Cut

# ADVENTURE TIME



Sc.

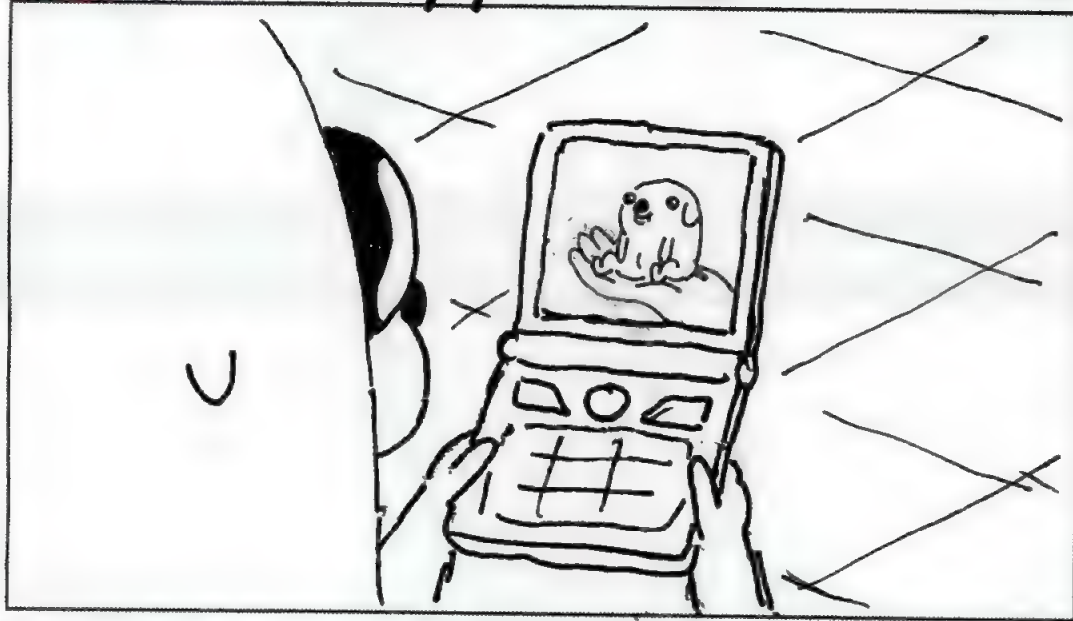
117

Pnl.

A

Bg.

day night



Sc.

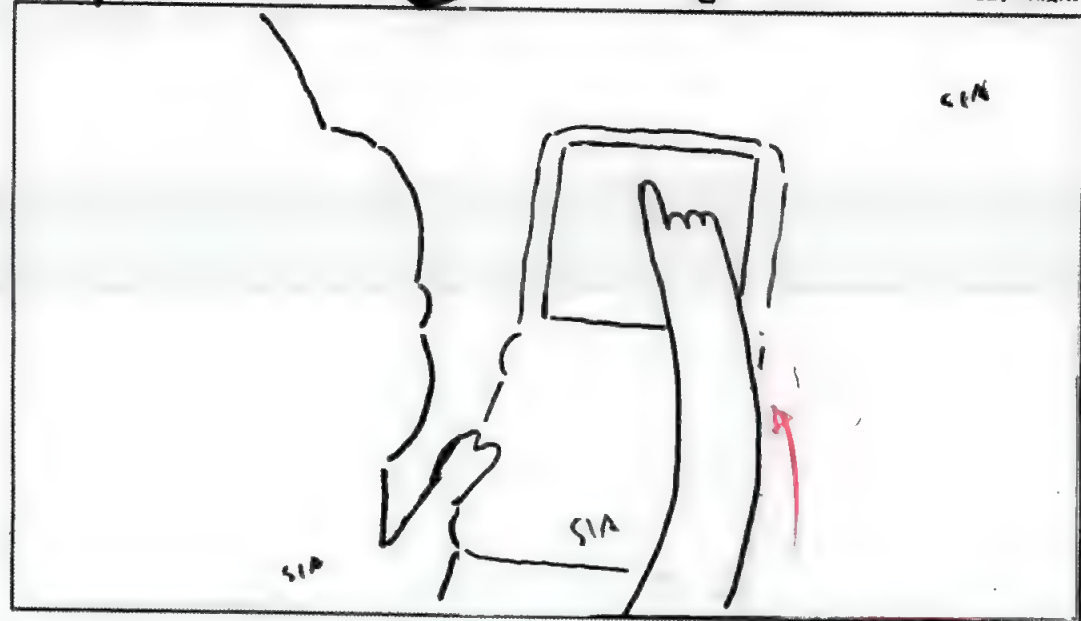
117 CONT

Pnl.

B

Bg.

day night



Dialog:

J: HEHEH HGH

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(B1)

Action:

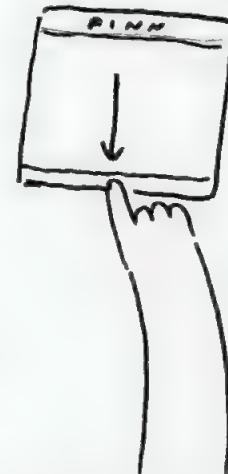
- VIDEO OF PUPPY FALLING ASLEEP

(A1)

(A2)



- J SWIPES HIS FINGER DOWN THE SCREEN, PULLING DOWN THE PUPPY VIDEO/ SWITCHING TO TEXT CONVERSATION W/ FINN



Timing:

# ADVENTURE TIME



Sc.

117 CONT Pnl. C

Bg.

day night

Sc.

118

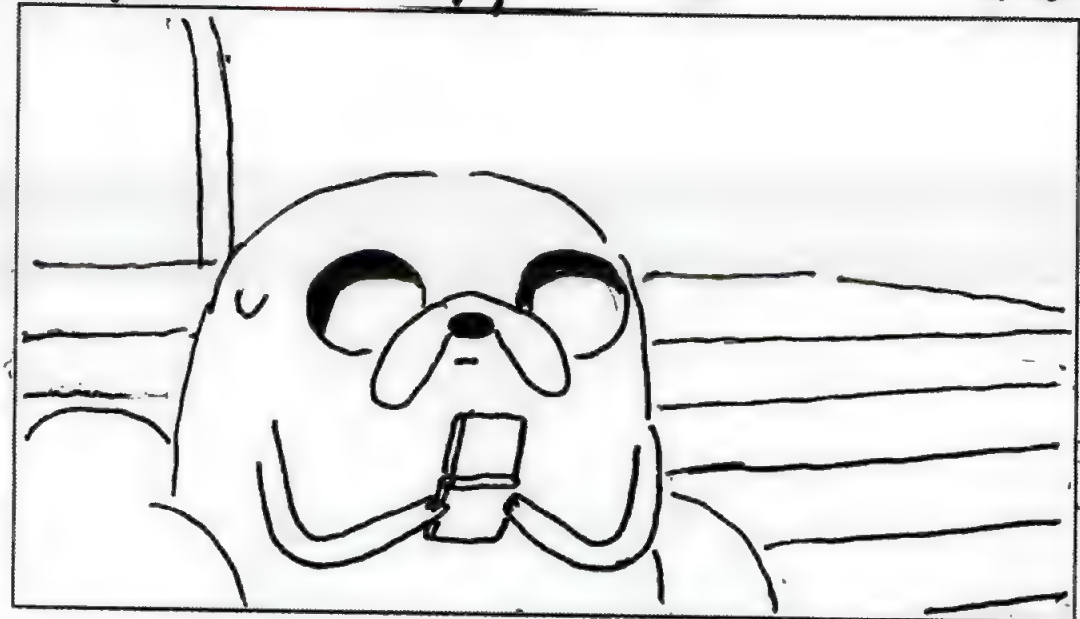
Pnl. A

Bg.

Page

149

day night



Dialog:

F (v.o.)/ Pb's showing me all this cool stuff.  
She has an awesome shirt. How's the party?

Action:

S.P.

Timing:

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Production :

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ADVENTURE TIME



HO  
CUT

Sc.

118 CONT Pnl. B

Bg.

day night



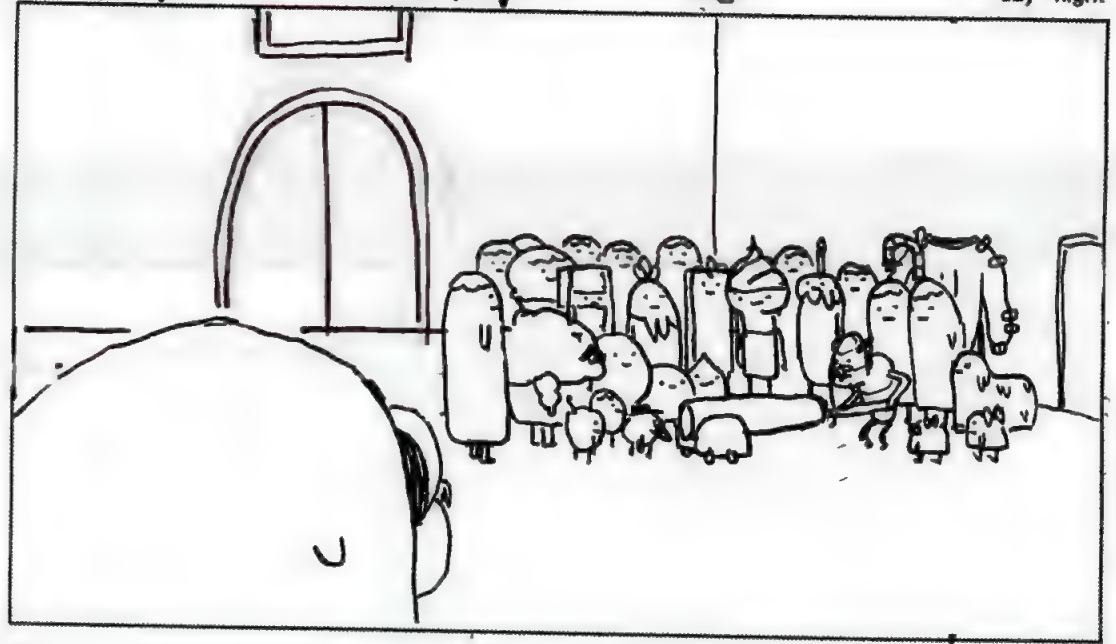
Sc.

119

Pnl. A

Bg.

day night



Dialog:

Action:

- J LOOKS UP

Timing:

- LLL LOADING  
CANON -



JUN 30 2014

Production :

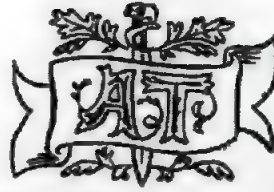
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HO  
CUT

Page 150

# ADVENTURE TIME

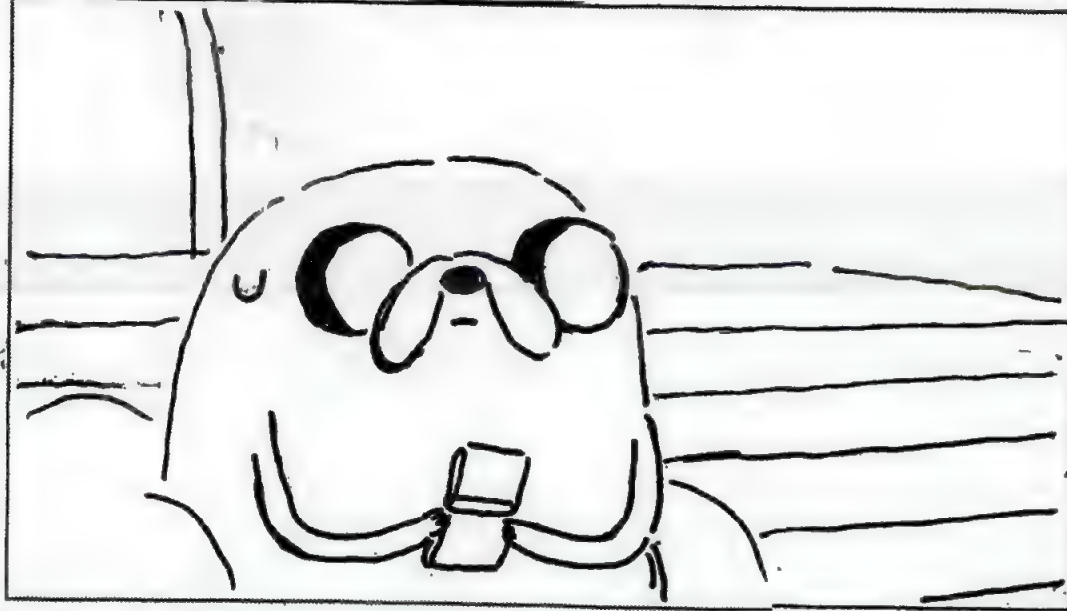


Sc. 120

Pnl. A

Bg.

day night



Sc. 121

Pnl. A

Bg.

day night



Dialog:

Action: - J GOES BACK TO HIS PHONE

Timing:

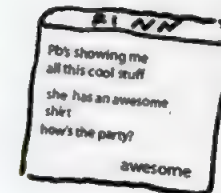


Sfx: TAK TAK TAK  
TAK TAK TAK

(V.O.)  
J AWESOMC.

- J TYPES "AWESOME"

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Production :

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# ADVENTURE TIME

He cut

Sc.

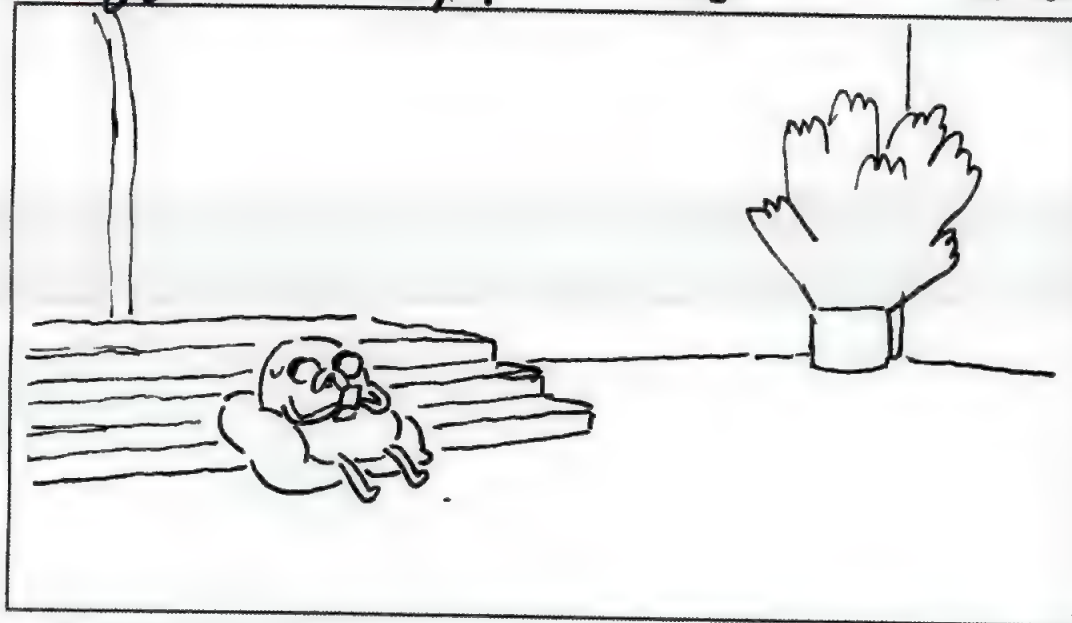
122

Pnl.

A

Bg.

day night

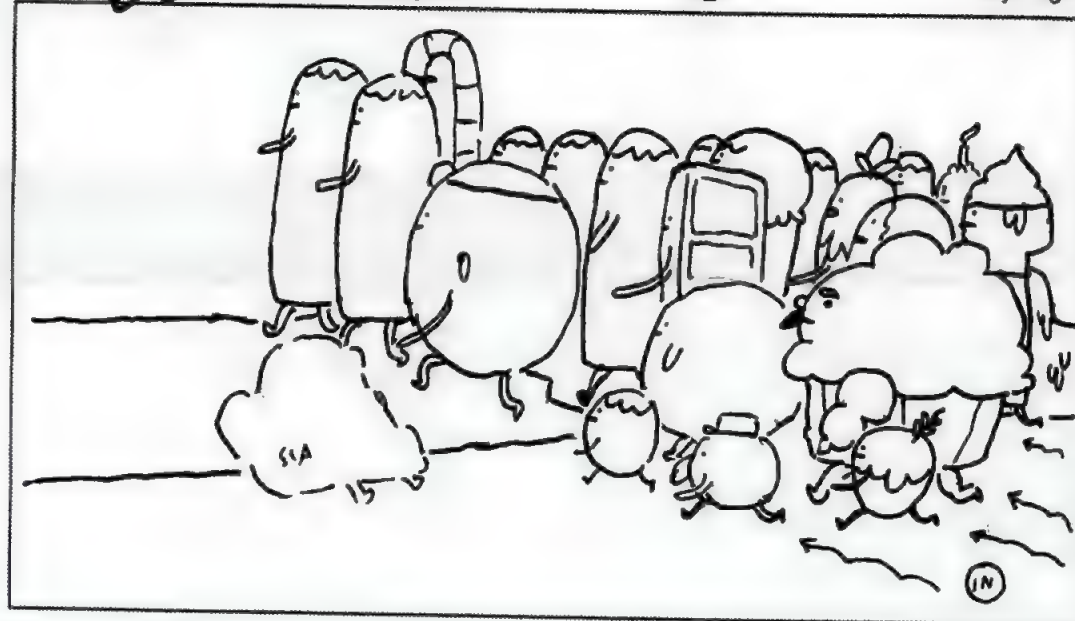


Sc.

122 cont Pnl B

Bg.

day night



Dialog:

M: OK EVERYONE  
PREPARE FOR THE  
BOOM ...

Action:

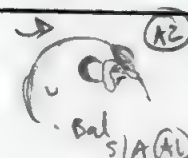
- JACK LOOKS UP

Timing:

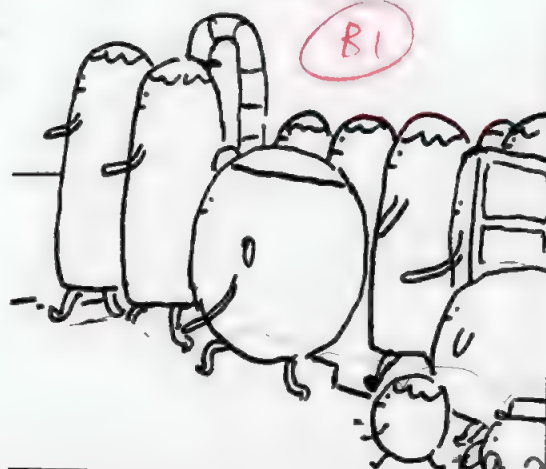


SFX: [RUMBLE OF  
FOOTSTEPS]

- CROWD RUNS ONIS



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# ADVENTURE TIME

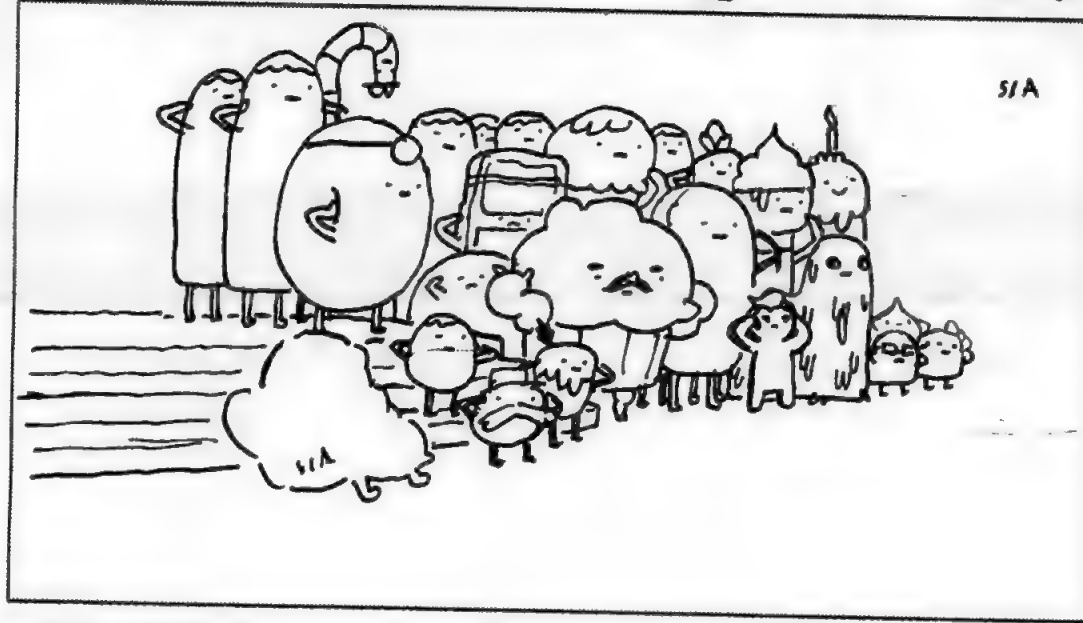


*Cut*

Sc. *122 cont* Pnl. *C*

Bg.

day night

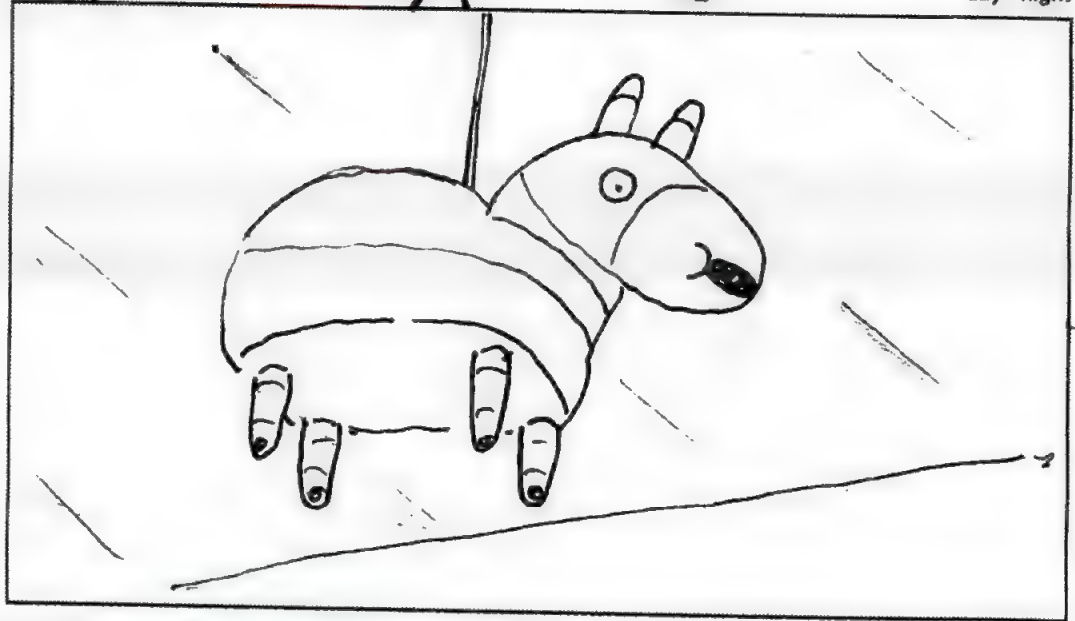


Sc. *123*

Pnl. *A*

Bg.

Page *153*  
day night



*Cut*

Dialog:

M: THREE ...

Action:

- THEY STOP AT THE WALL, COVER THEIR EARS

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Timing:

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EPISODE #

1025/189

Production :

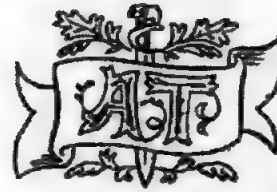
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1025/189

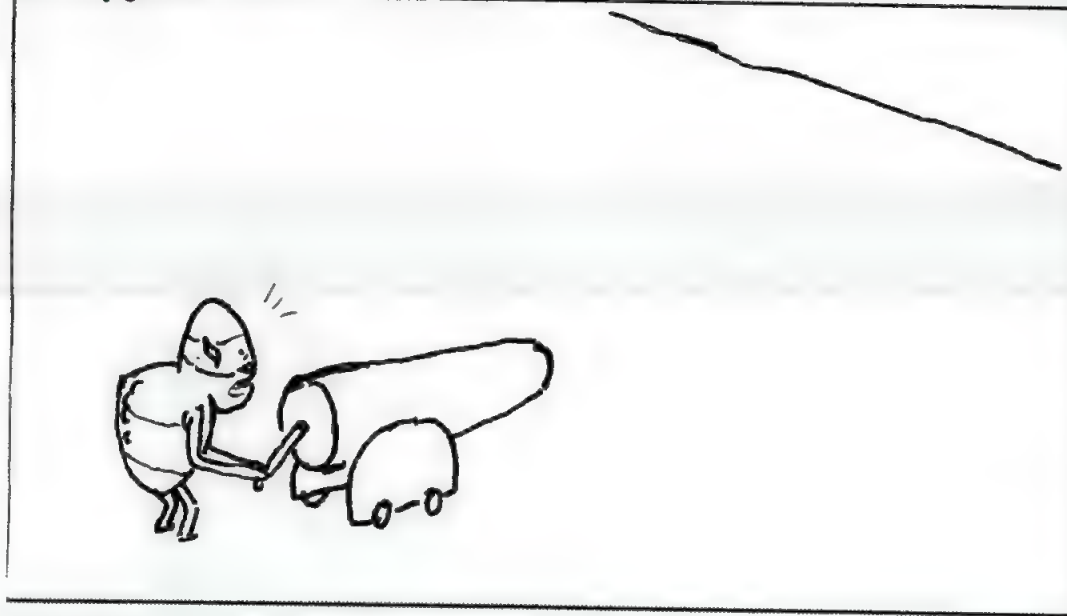
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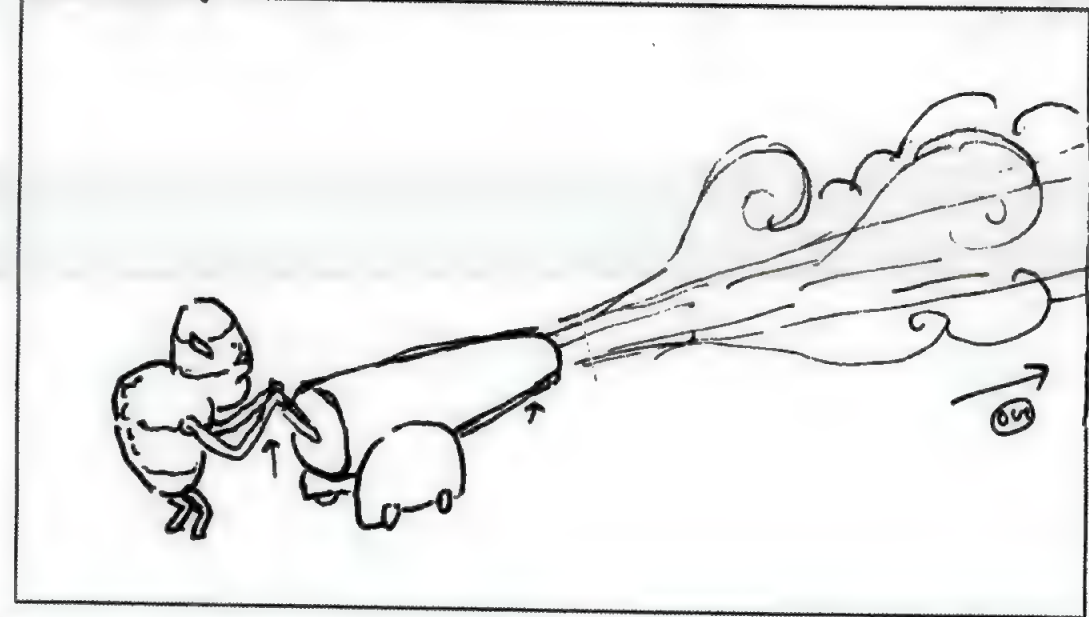
# ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



Sc. 124 cont Pnl. B Bg. day night Page 154



Dialog:

M: (offs) TWOO-  
SFX: [BOOP]

CCC. FIRE!!

SFX: [BLAST]

Action:

- CCC FIRES CANON OFF/S

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Timing:

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Production :

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# ADVENTURE TIME

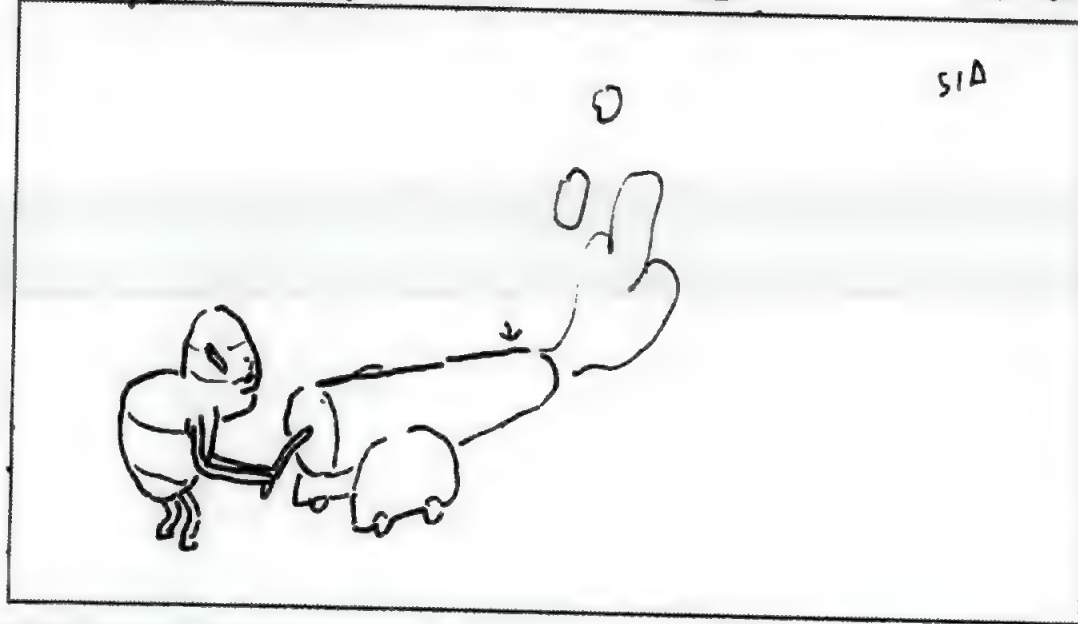


Sc.

124 cont Pnl. C

Bg.

day night



Sc.

124 cont Pnl. D

Bg.

Page

155  
153A NEXT

day night



Dialog:

- BEAT -

SFX: \*BOOOM!!\*

Action:

- END OF CANNON SMOKES.

- CANNON EXPLODES  
- ICE BITS THROWN BACKWARDS OUT OF FRAME

Timing:

JUN 30 2014

Production :

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ADVENTURE TIME



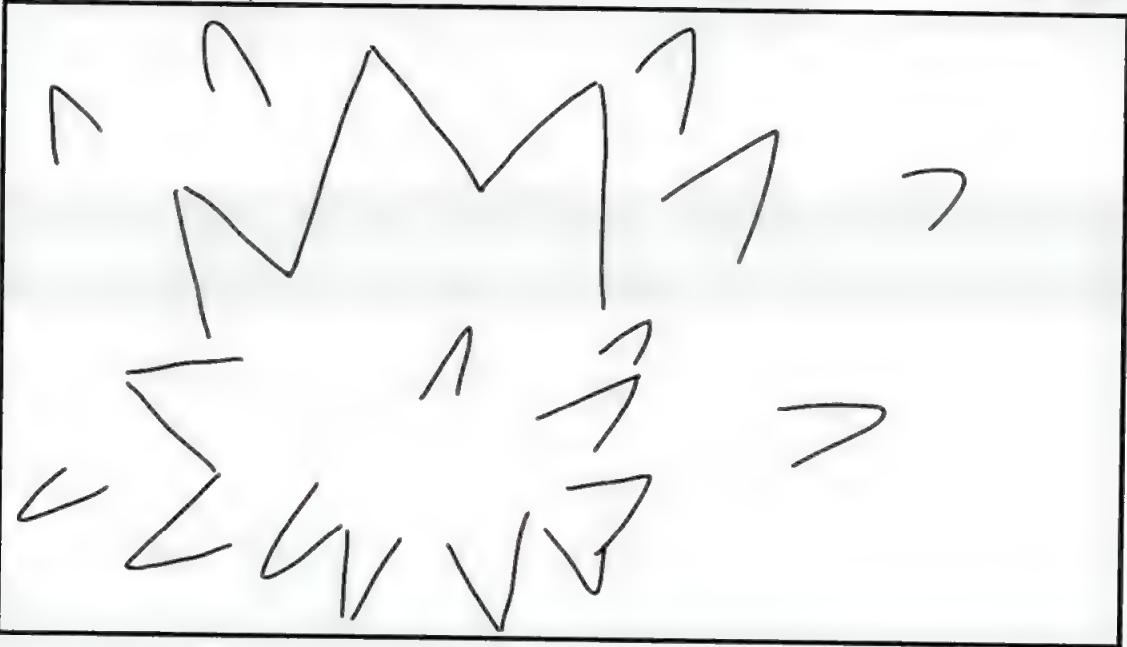
*Cut*

Sc. 124 *cont*

Pnl. E

Bg.

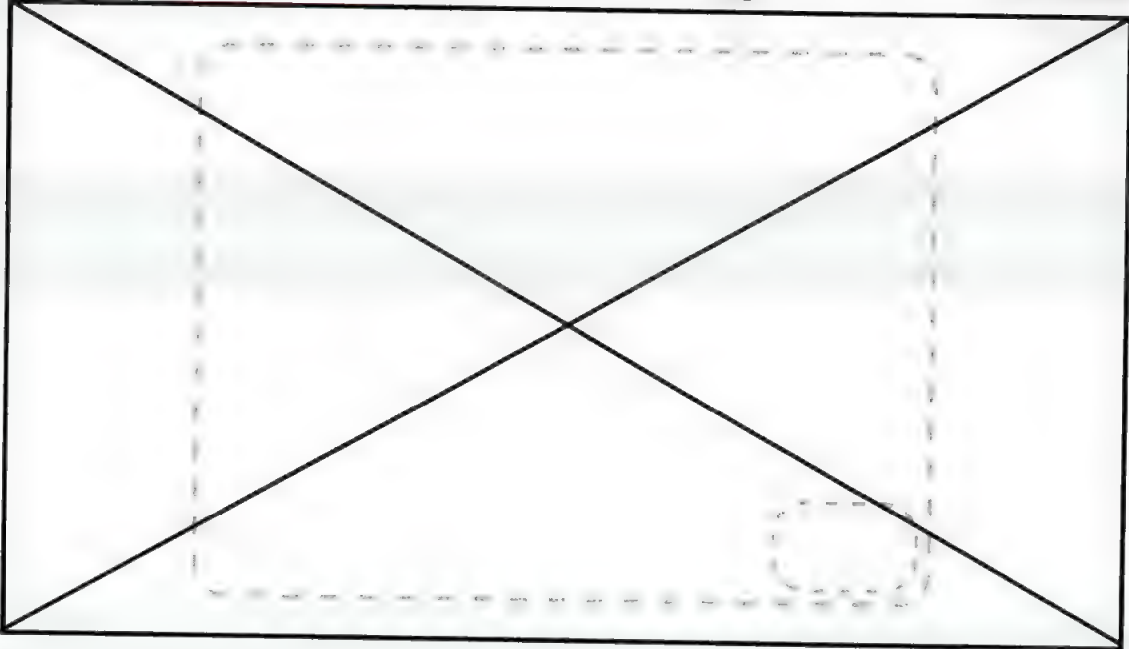
day night



Sc.

Pnl.

Bg.



Page 155A

*156 NEXT*  
day night

Dialog:

Action:

Timing:

JUN 30 2014

EPISODE # 1025-189

Production:

1025/189

1025/189

1025/189

Cut

# ADVENTURE TIME



Sc. 125

Pnl. A

Bg.

day night

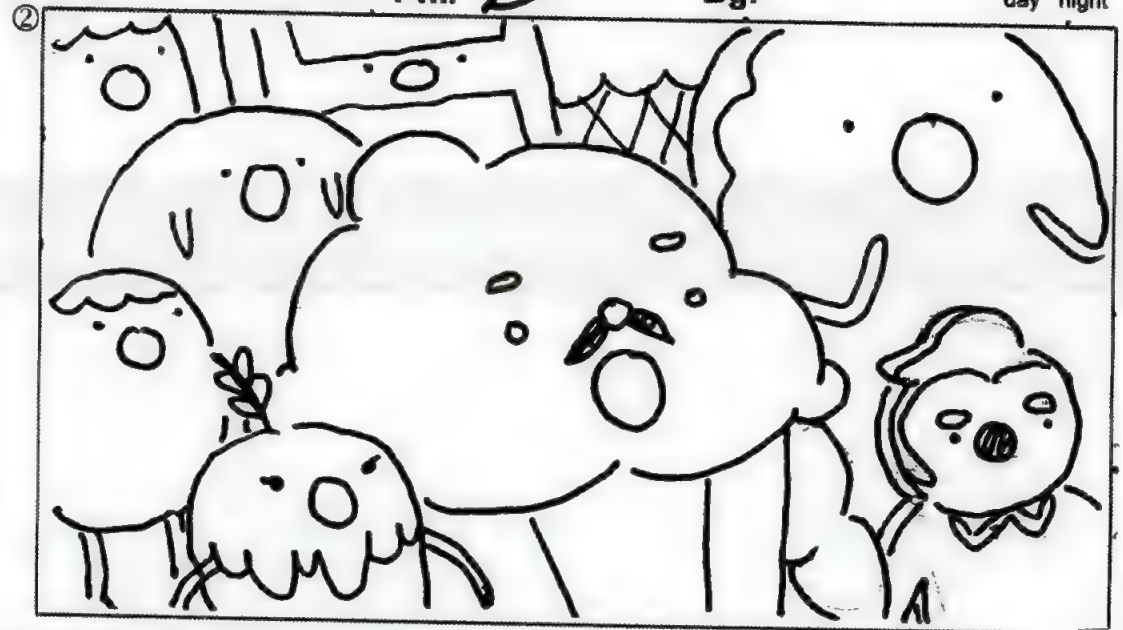


Sc. 125 CONT

Pnl. B

Bg.

day night



Dialog:

CROWD: [GASP]

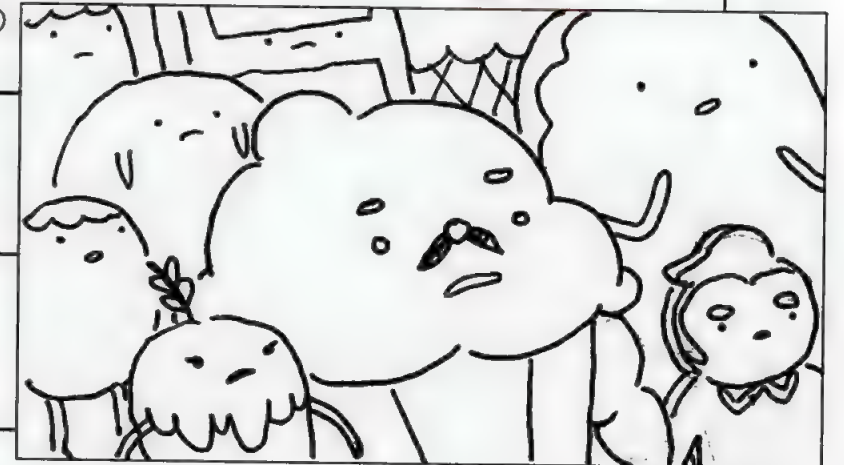
JUN 30 2014

(A)

(B)

- DEBRIS FALLS  
ON CROWD

- CANDY PEOPLE  
TURN AND GASP.



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Cut

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Cut

# ADVENTURE TIME



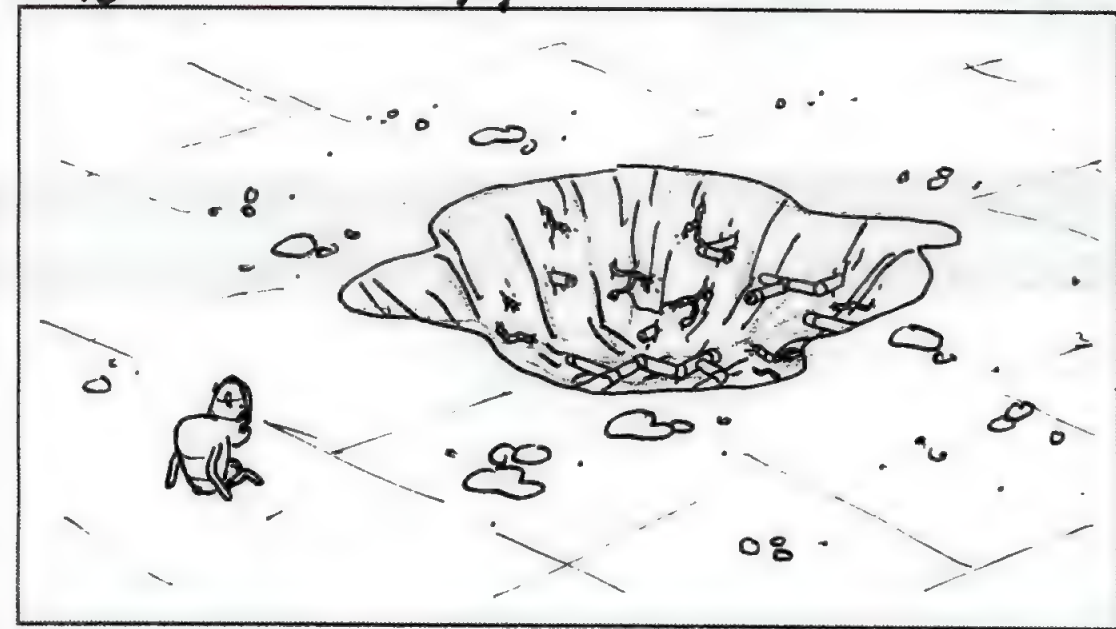
Cut

Sc. 126

Pnl. A

Bg.

day night



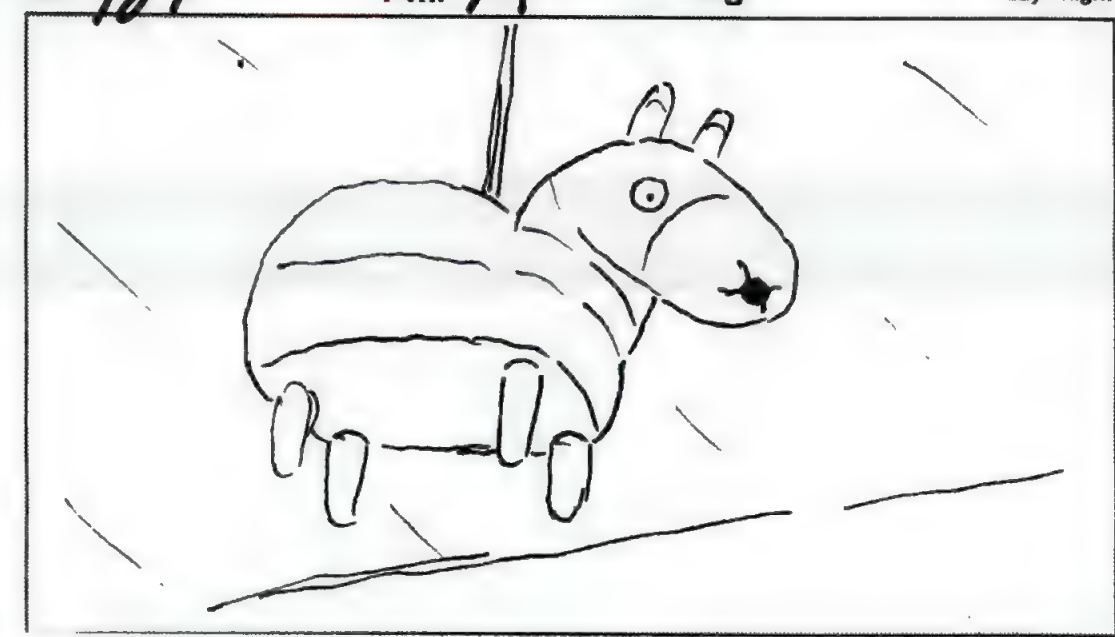
Sc. 127

Pnl. A

Bg.

Page 157  
day night

Cut



Dialog:	<u>CCC</u> : AW, MY CANNON.	<u>M</u> : UH... OH...
Action:	-CANNON EXPLOSION HAS LEFT A CRATER IN FLOOR.	
Timing:		

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Production :

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# ADVENTURE TIME

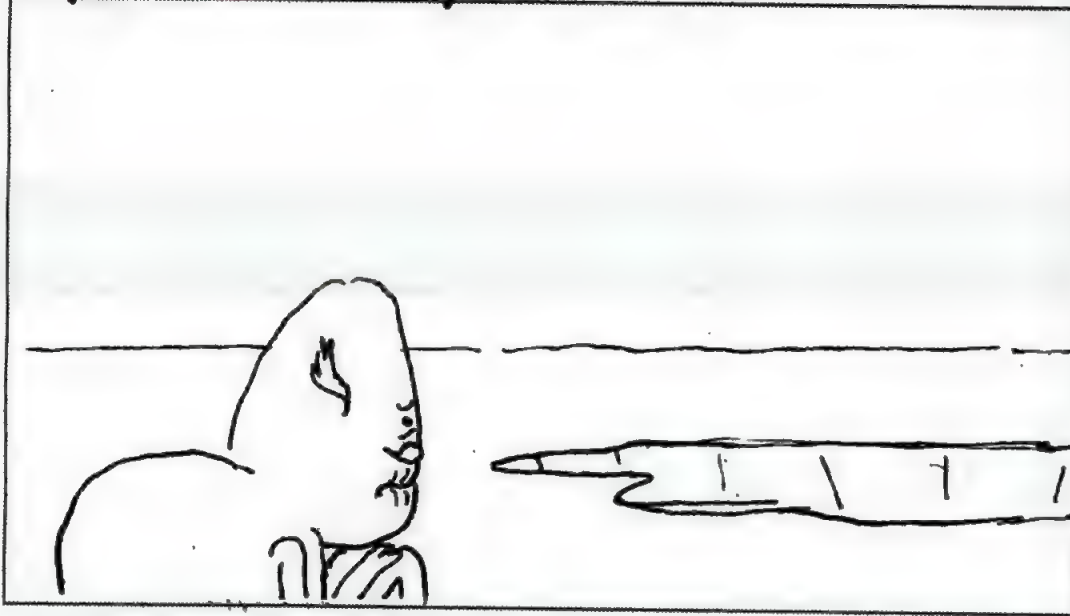


Sc. **128**

Pnl. **A**

Bg.

day night



Sc. **128 CONT** Pnl. **B**

Bg.

day night



Dialog:

Action:

- PEOPLE RUN UP TO CRATER

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Timing:

Page **158**

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Production :

1025/189

1025/189

1025/189

# ADVENTURE TIME

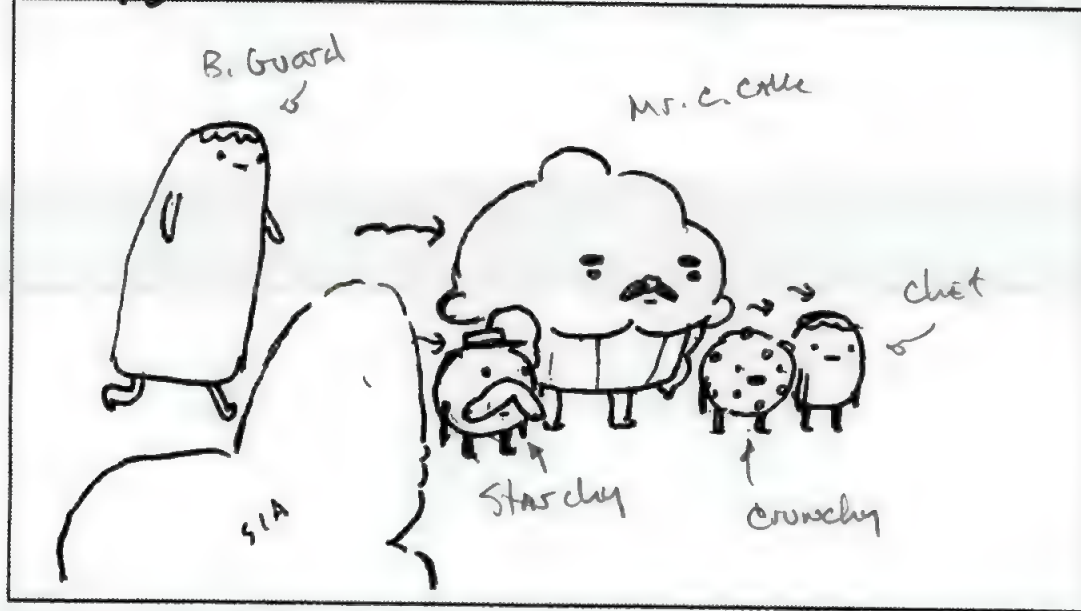


Sc.

128 cont Pnl. C

Bg.

day night



Sc.

128 cont Pnl. D

Bg.

day night



Dialog:

- BEAT -

Action:

- CANDY PEOPLE  
LOOK DOWN.

Timing:



BG: HEY THE CLOSET'S OPEN!

EVERYONE: (GASP)

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Production :

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1025/189



# ADVENTURE TIME



Sc.

128 CONT

Pnl.

Bg.

day night

(E)

Page 160  
160A NEXT  
day night



Dialog:

Action:

- QUICK PAN RIGHT TO CLOSET

Timing:

JUN 30 2014

Production :

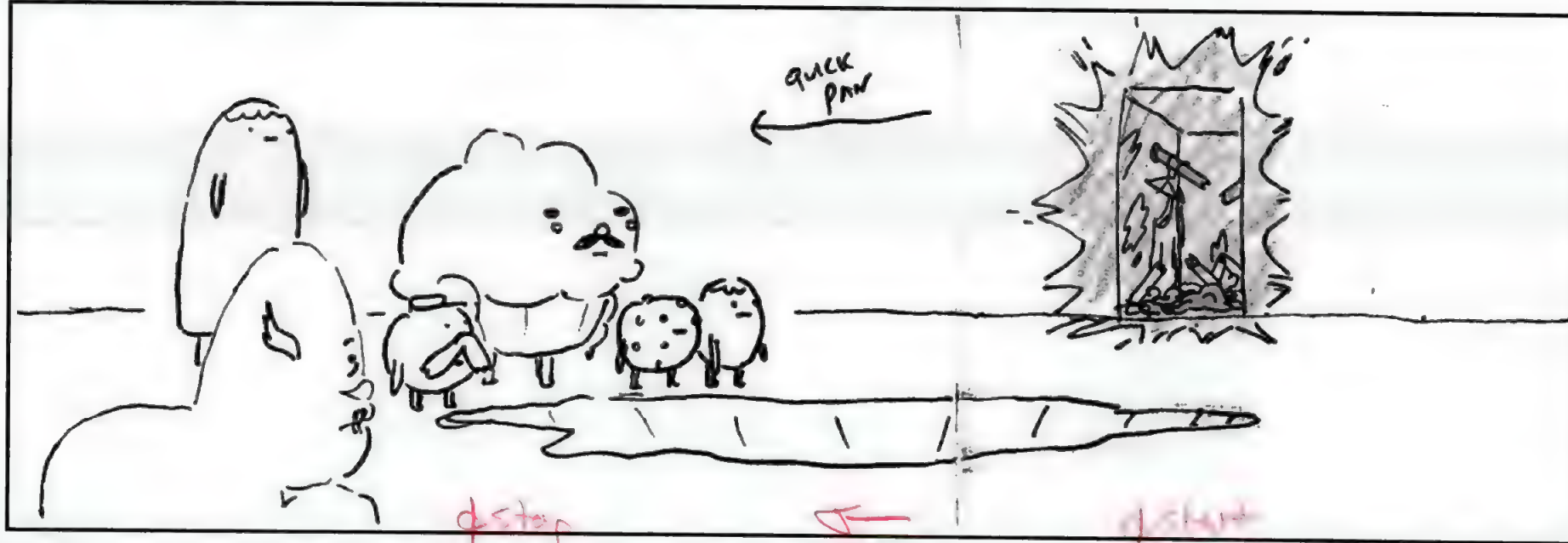
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**Timing:**

30 2014

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**Production:**

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# ADVENTURE TIME



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Sc.

night

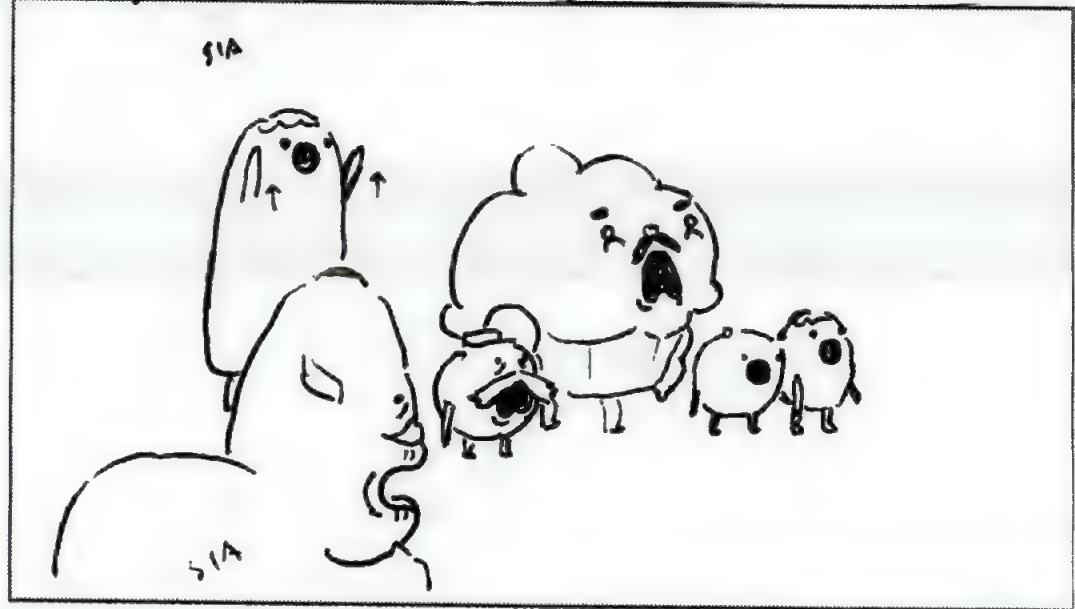
Sc.

128 cont Pnl. ...

G

Bg.

day night



EVERYONE : [SCREAM]

JUN 30 2014

*Ho Cut*

EPISODE # 1025-189

Production :

10 25 / 18 9

10 25 / 18 9





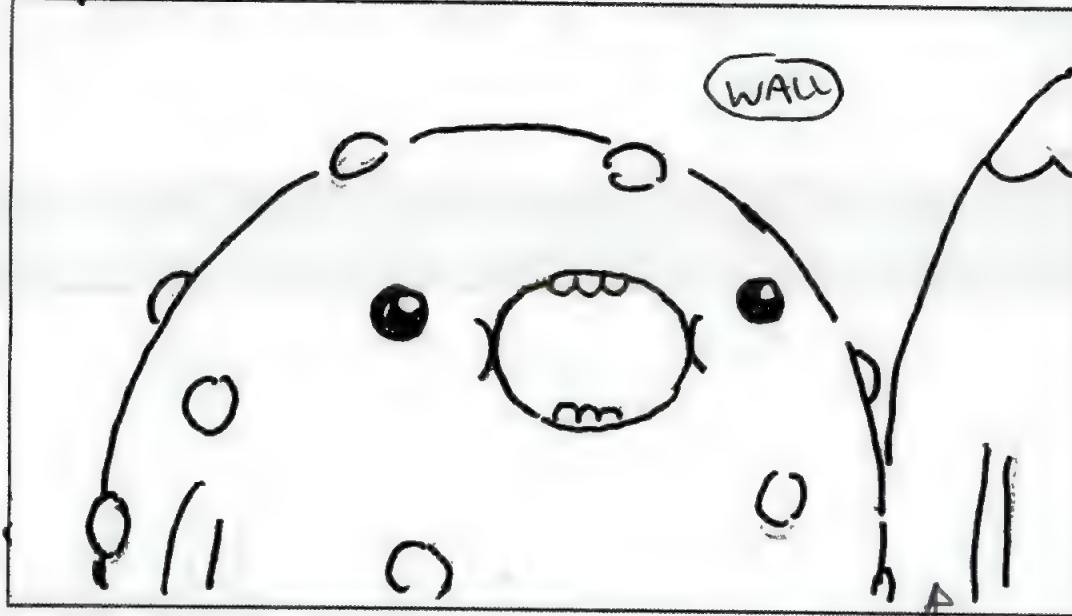
# ADVENTURE TIME

Sc. 128A

Pnl. A

Bg.

day night



Sc. 128A CONT Pnl. B

Bg.

day night



Dialog:

EVERYONE: SCREAMING CONT

Chet

- SCREAMING STOPS  
CRUNCHY: SO THEY'RE DEAD, RIGHT?

Action:

JUN 30 2014

Timing:

EPISODE # 1025-189

1025/189

Production :

1025/189

# ADVENTURE TIME



*Cut*

Sc. **128A cont** Pnl. **C**

Bg.

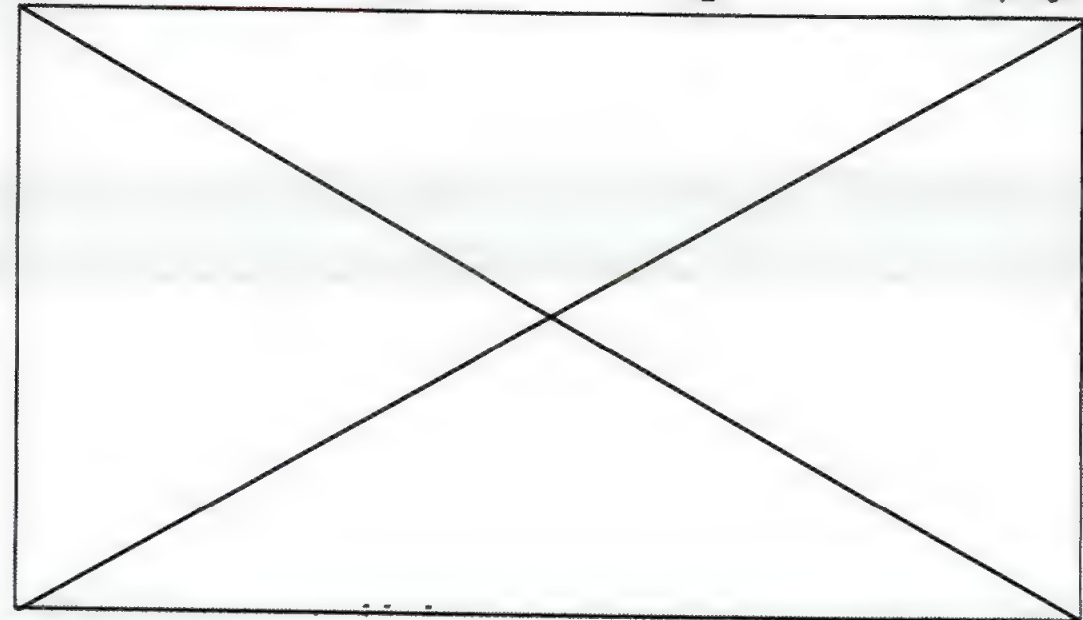
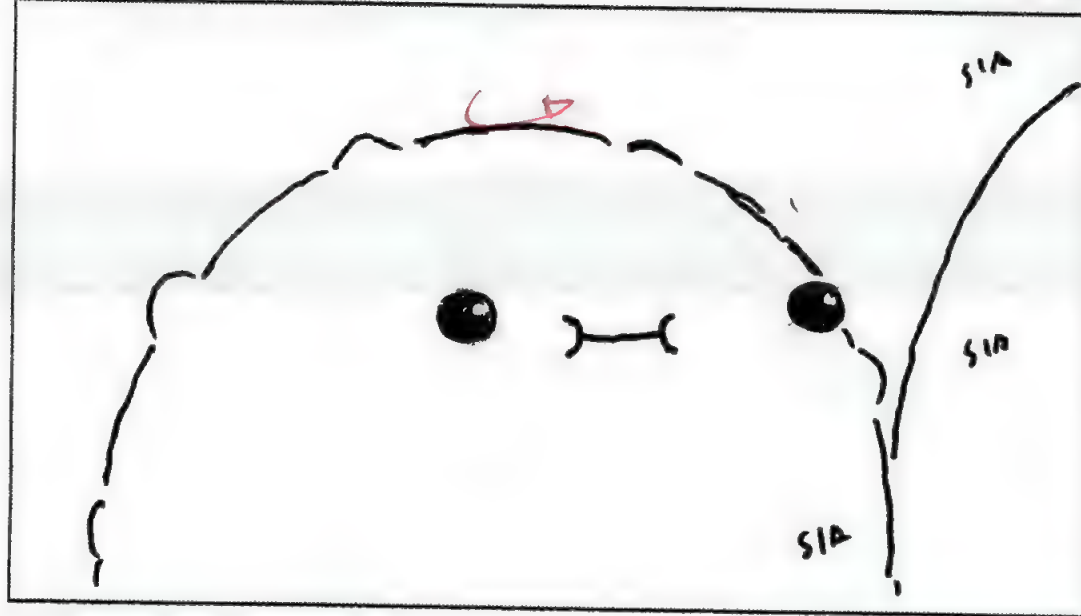
day night

Sc.

Pnl.

Bg.

Page **167**  
day night



Dialog:

Action:

-CRUNCHY GLANCES BACK AND FORTH.

Timing:



JUN 30 2014

EPISODE #

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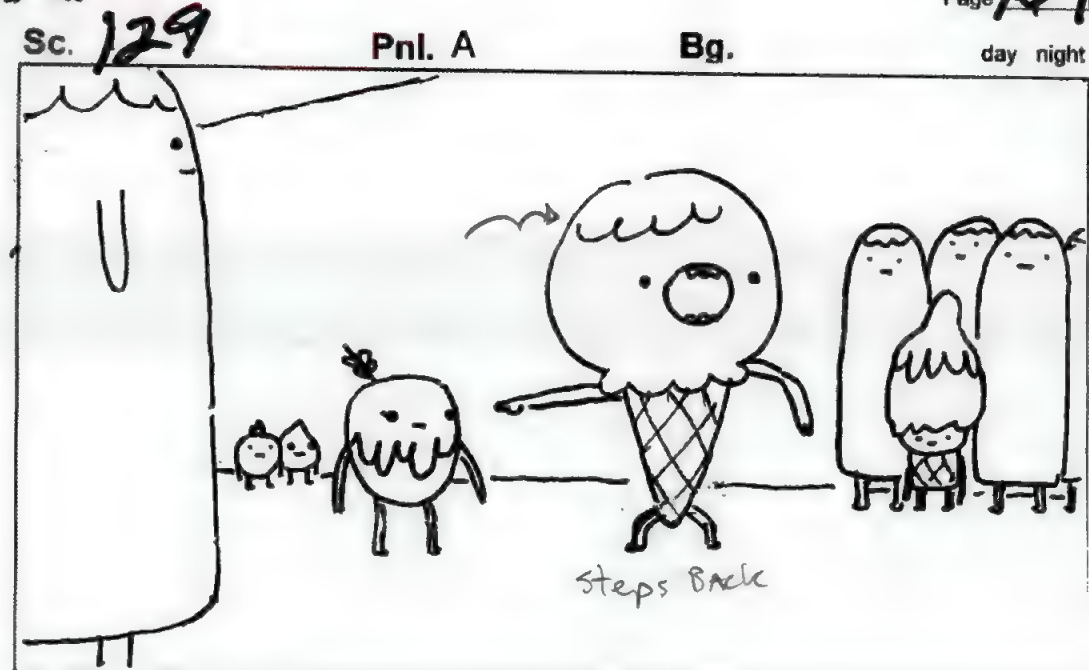
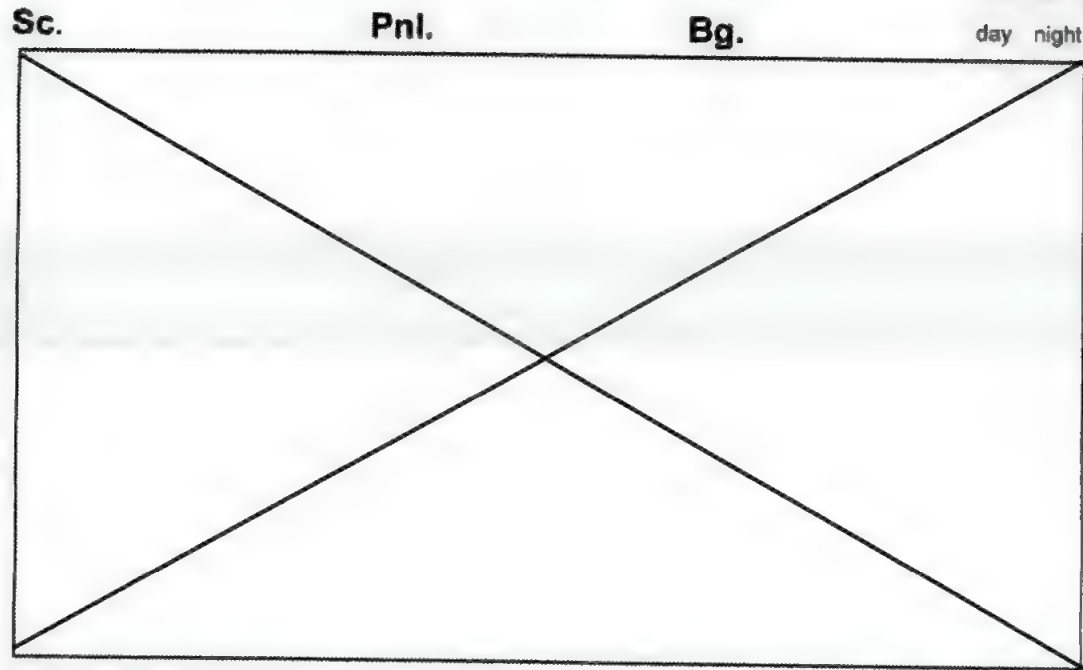
Production :

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# ADVENTURE TIME



Page 164



Dialog:	(015) ICE CREAM GUY: CHOCLO BERRY CAN TELL US!	ICE CREAM GUY: SHE SAW A GHOST AT MY HOUSE ONCE!
Action:	GUY: "chocoberry can tell us!"	JUN 30 2014
Timing:		



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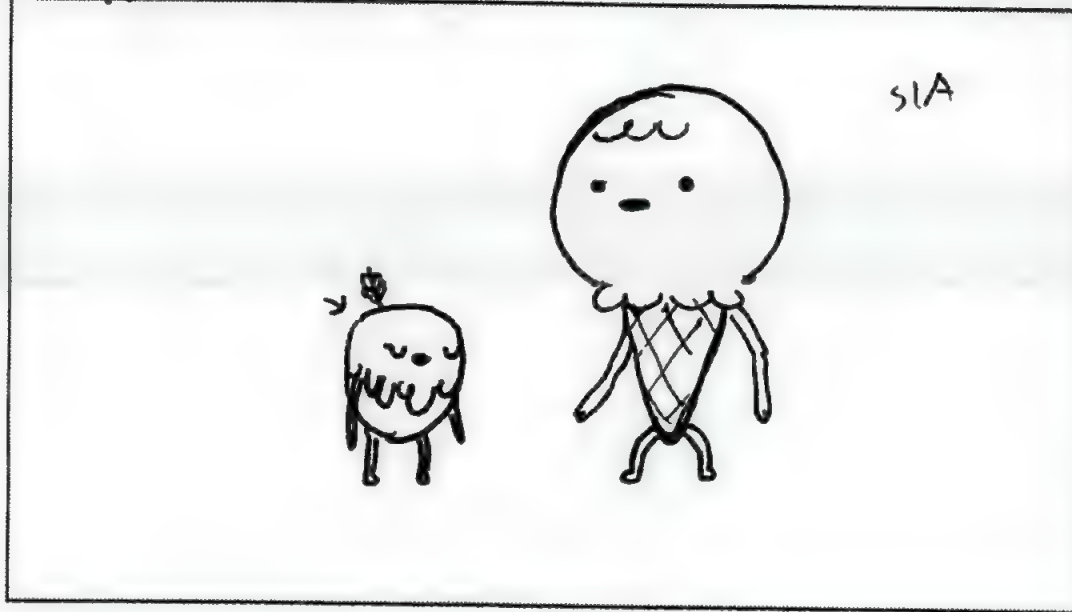
# ADVENTURE TIME



Sc. 129 CONT Pnl. D

Bg.

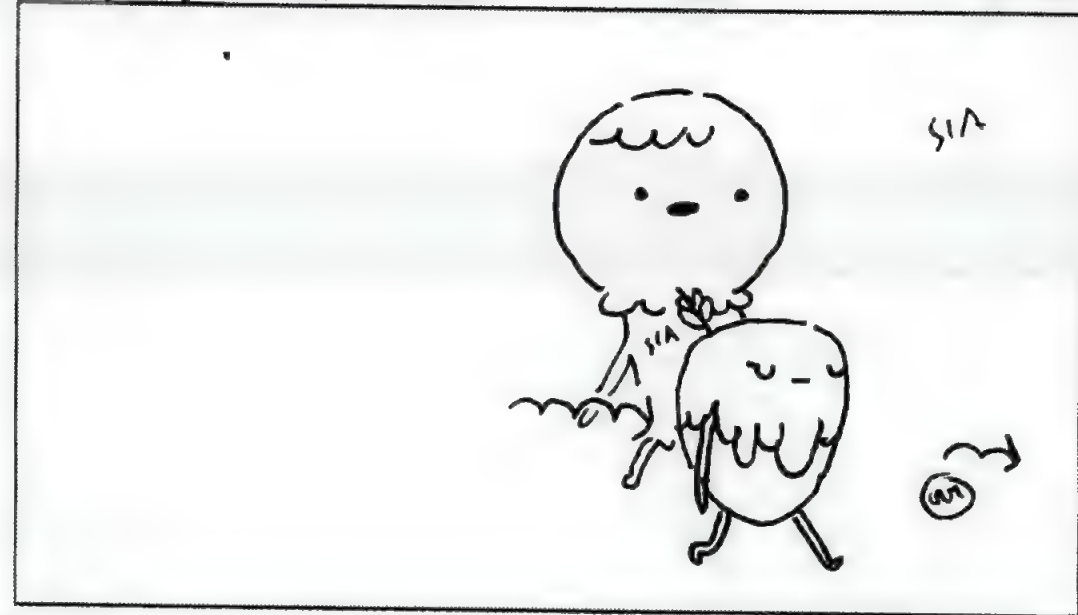
day night



Sc. 129 CONT Pnl. E

Bg.

day night



Dialog:

CH. B: OUI, IT'S TWOO,  
I HAVE "ZE GIFT"

body  
acc  
up  
w/-  
arms  
in



S/A  
D

- WALKS FORWARD

JUN 30 2014

Production :

EPISODE #

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Page 165

Cat

Cut

# ADVENTURE TIME

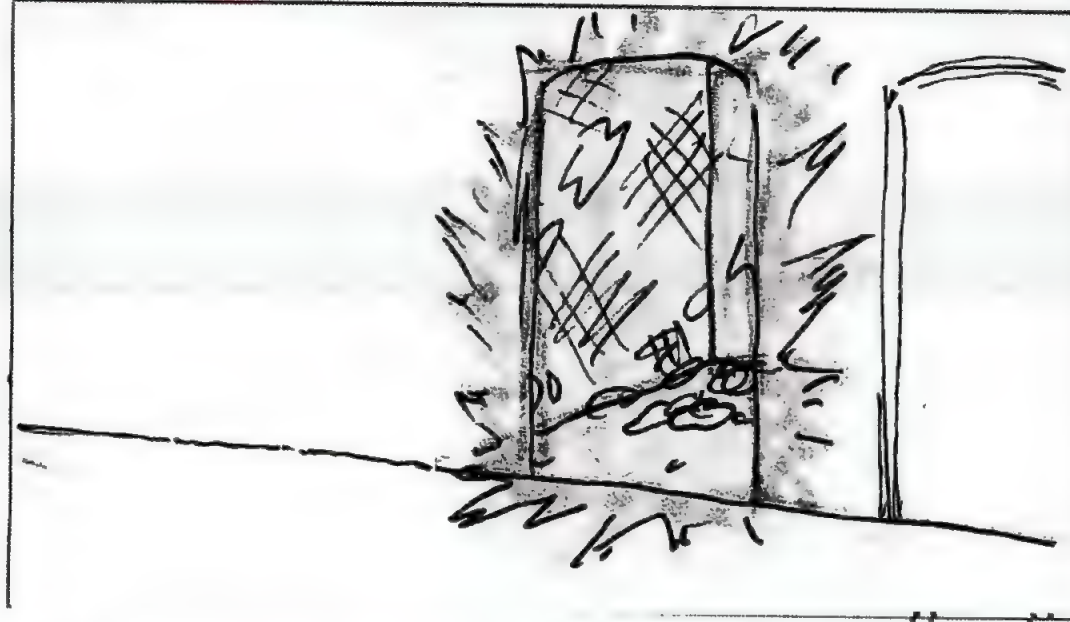


Sc. 130

Pnl. A

Bg.

day night

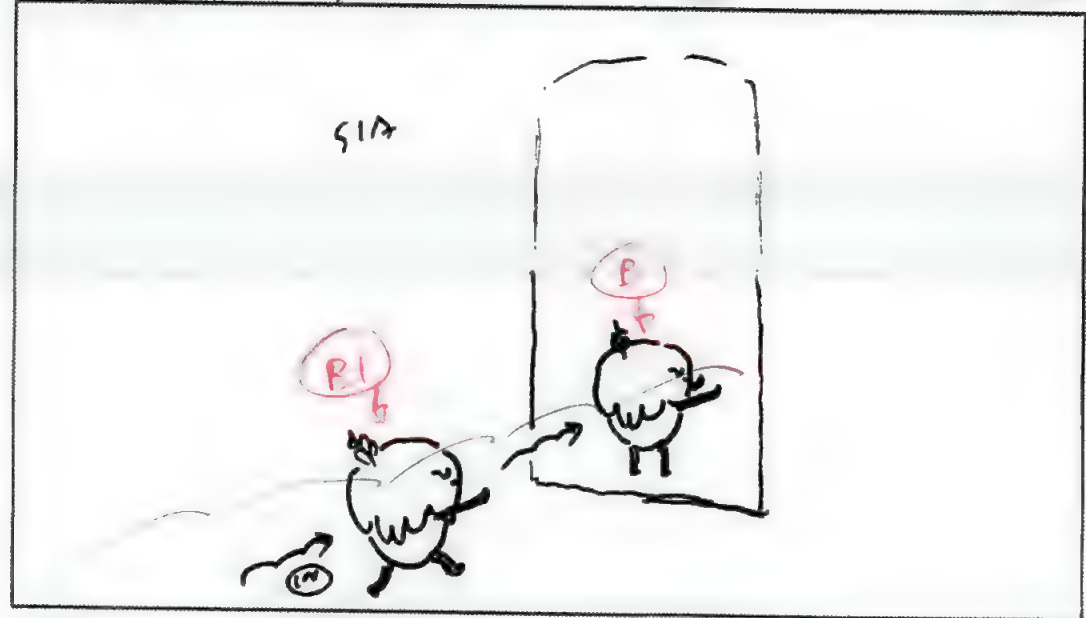


Sc. 130 CONT Pnl. B

Bg.

Page 166

day night



Dialog:

CH. B: mmmmm...

CHB: (HIGHER-PITCHED)  
HMMMM...

Action:

-CH B. WAVES INTO CLOSET

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Timing:

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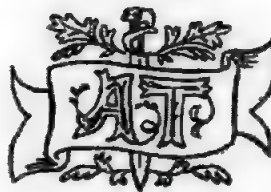
Production :

1025/189

1025/189

Hu  
Cut

## ADVENTURE TIME



Sc. 131

Pnl. A

Bg.

day night



Sc.

131 CONT Pnl. B

Bg.

Page 167

day night



Dialog:

CHB: YES...CH.D: I ZENSE  
THEIR SPIRITS...

Action:

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Timing:

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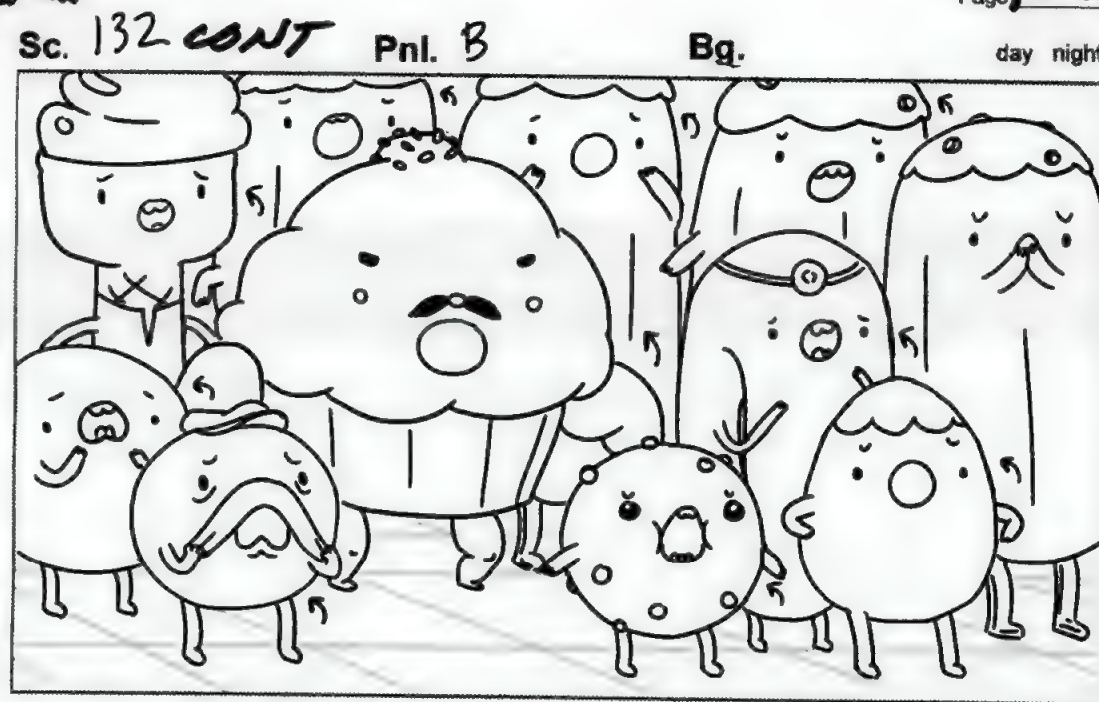
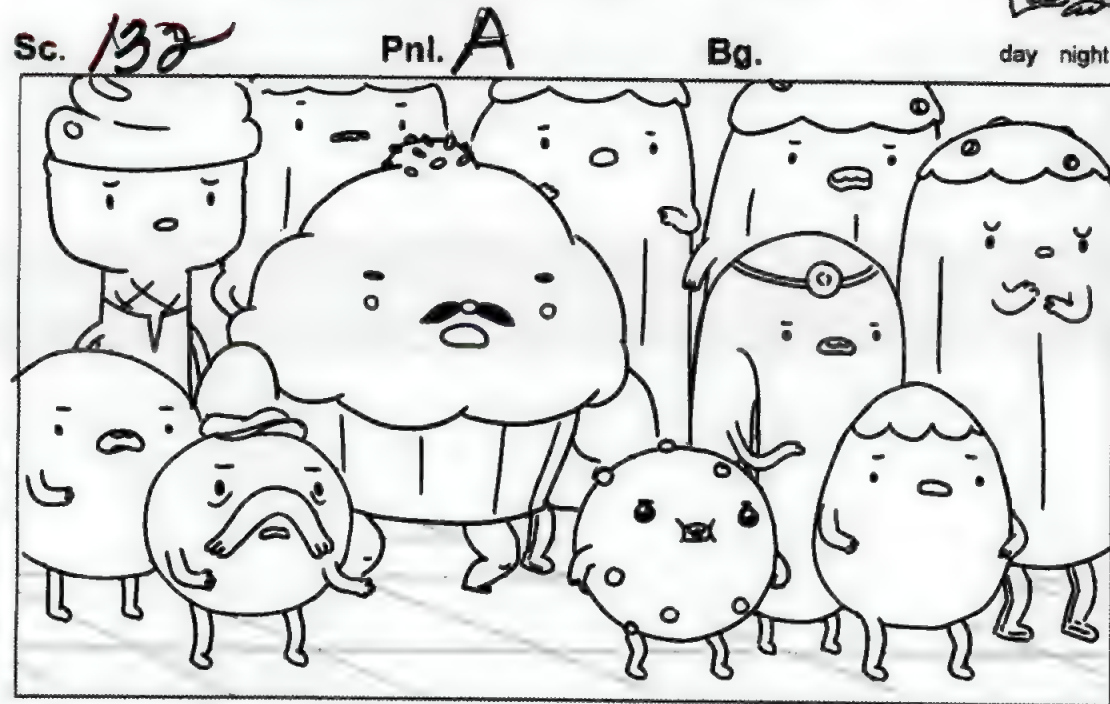
Cut

# ADVENTURE TIME



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Cut



Dialog:

CANDY PEOPLE: [GASP]

Action:

Timing:

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# ADVENTURE TIME



Sc. **133** Pnl. **A** Bg. day night



Sc. **133 CONT** Pnl. **B** Bg. day night



Dialog:	<u>CH. B</u> : FINN SAYS ... HE SAYS...	<u>CHB</u> : REMEMBER TO FEED BMO
Action:		
Timing:		



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Production :

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# ADVENTURE TIME



Sc. 133 CONT Pnl. C

Bg.

day night



Sc. 134

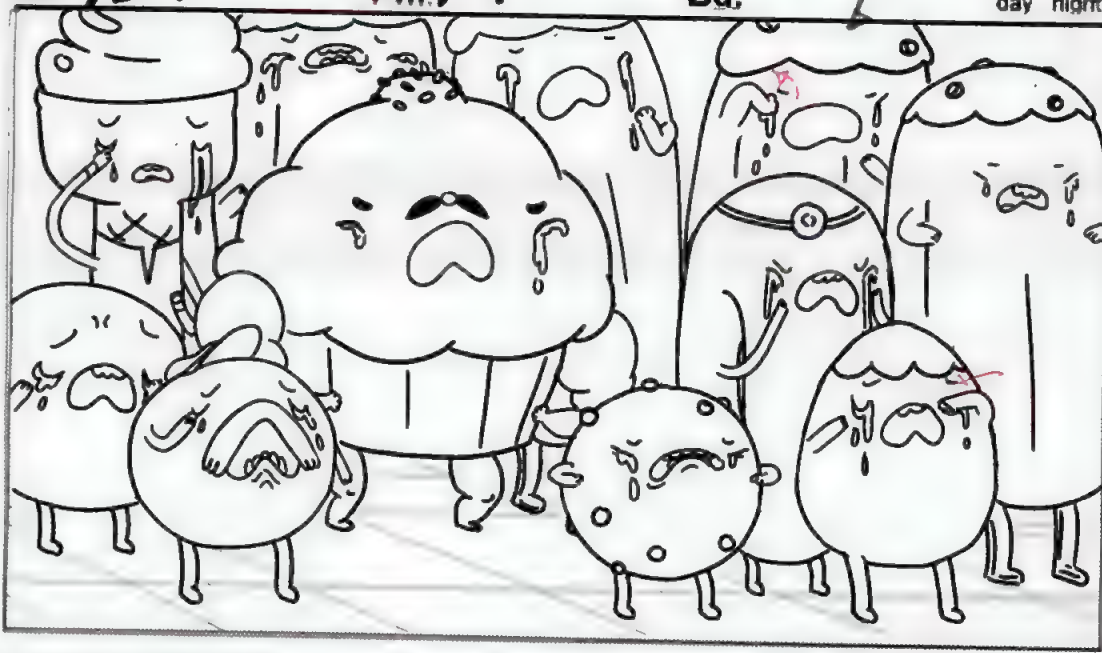
Pnl. A

Bg.

B. Guard

Page 170

day night



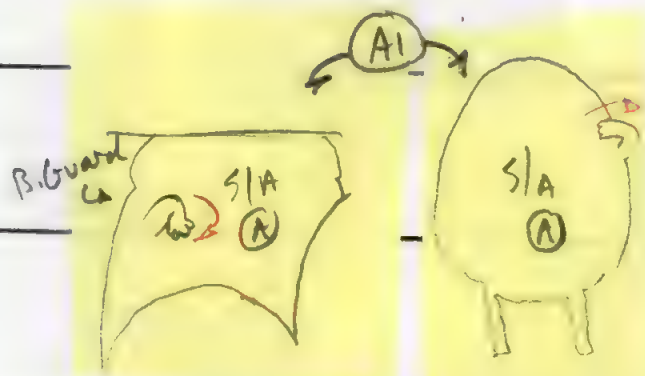
Dialog:

CHB: [CRYING]

CANDY PEOPLE: [CRYING]

Action:

Timing:



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Production:

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Cut

# ADVENTURE TIME

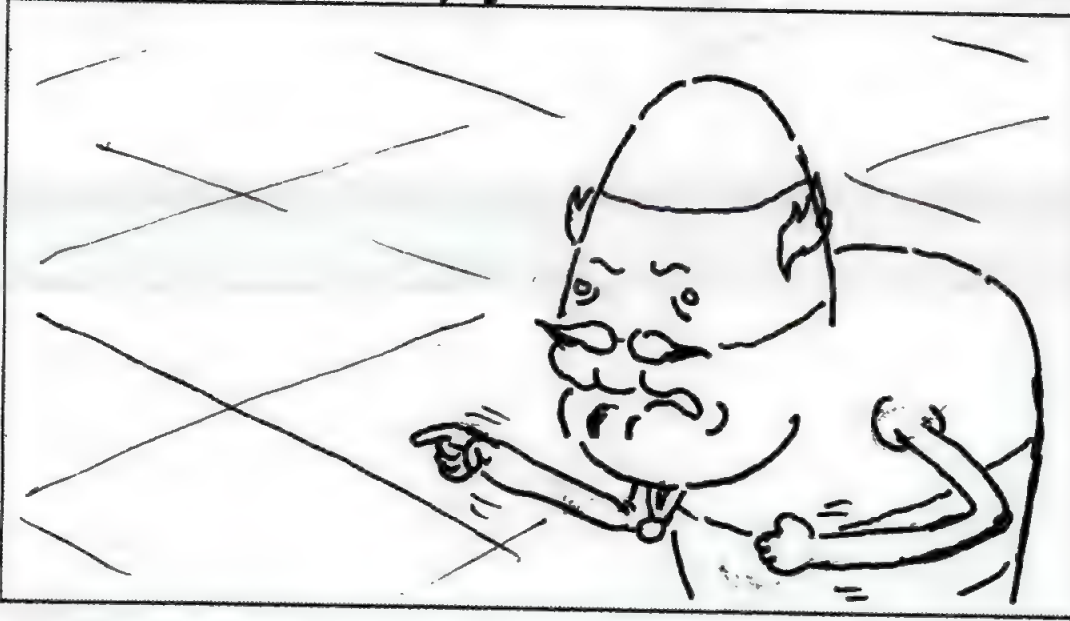


Sc. 135

Pnl. A

Bg.

day night

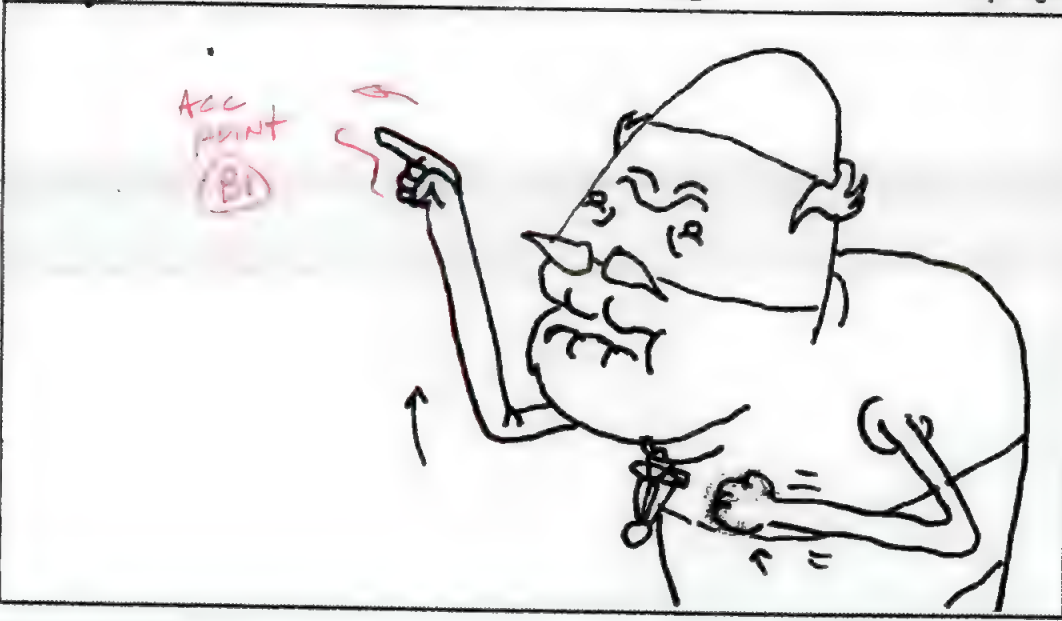


Sc. 135 cont

Pnl. B

Bg.

Page 171  
day night



Dialog:

CC: [GRUMBLE...]

CC: THAT IDEA STANK, MANFRIED!  
I'M CALLING THE SHOTS FROM NOW ON!

Action:

- CC'S ARMS TREMBLING

- CC LOOKS UP, POINTS  
- SHAKES HIS FINGER AS HE TALKS

Timing:

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Production :

# ADVENTURE TIME

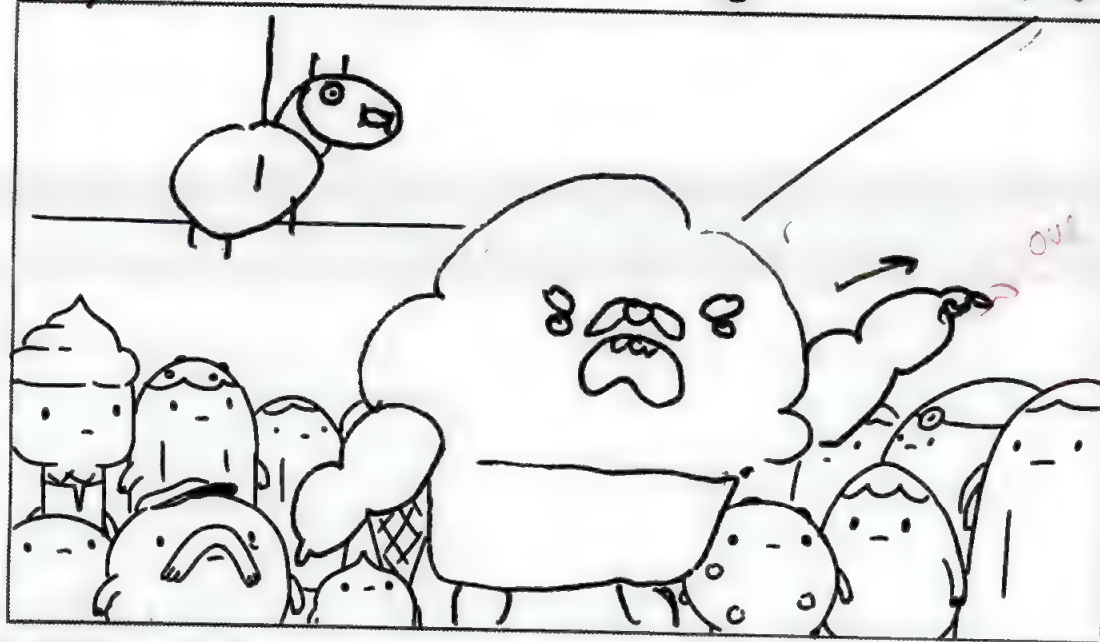


Sc. 136

Pnl. A

Bg.

day night

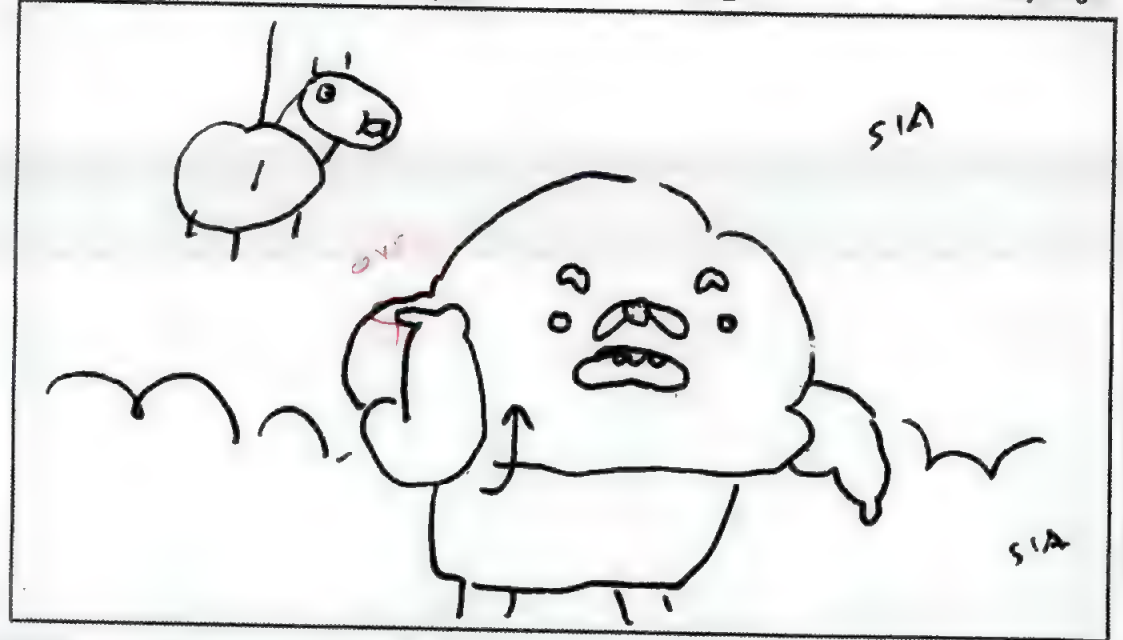


Sc. 136 CONT

Pnl. B

Bg.

day night



Dialog:

MR. CC: NO!

Action:

Timing:



Mr. C/ Manfred is still the most clearly visible.

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(B1)



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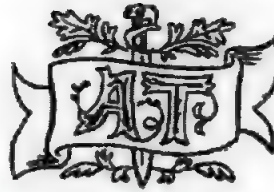
EPISODE #

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Production :

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# ADVENTURE TIME



Sc. **137**

Pnl. **A**

Bg.

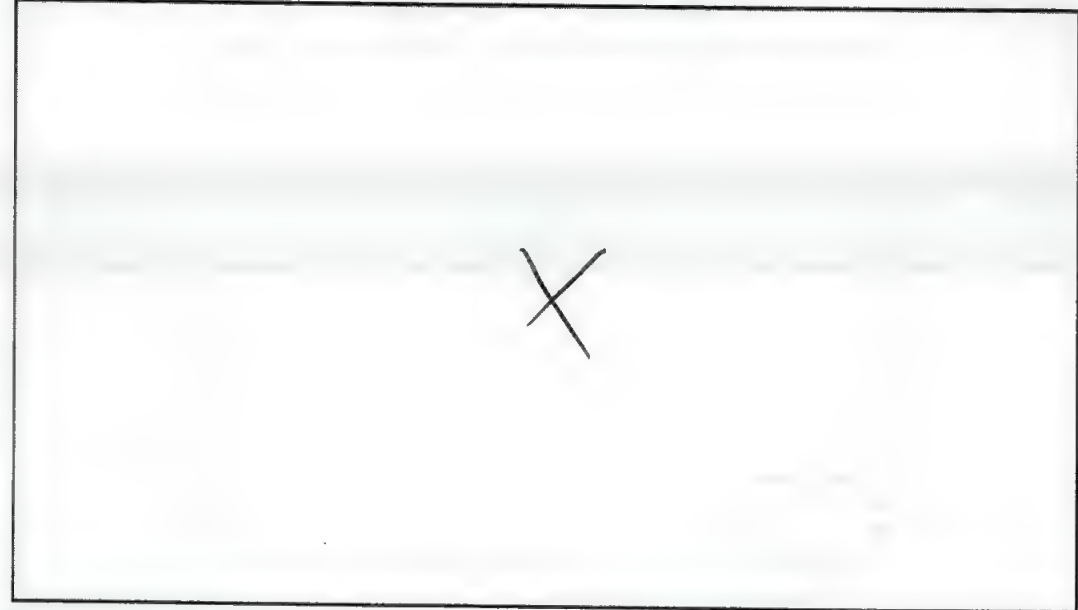
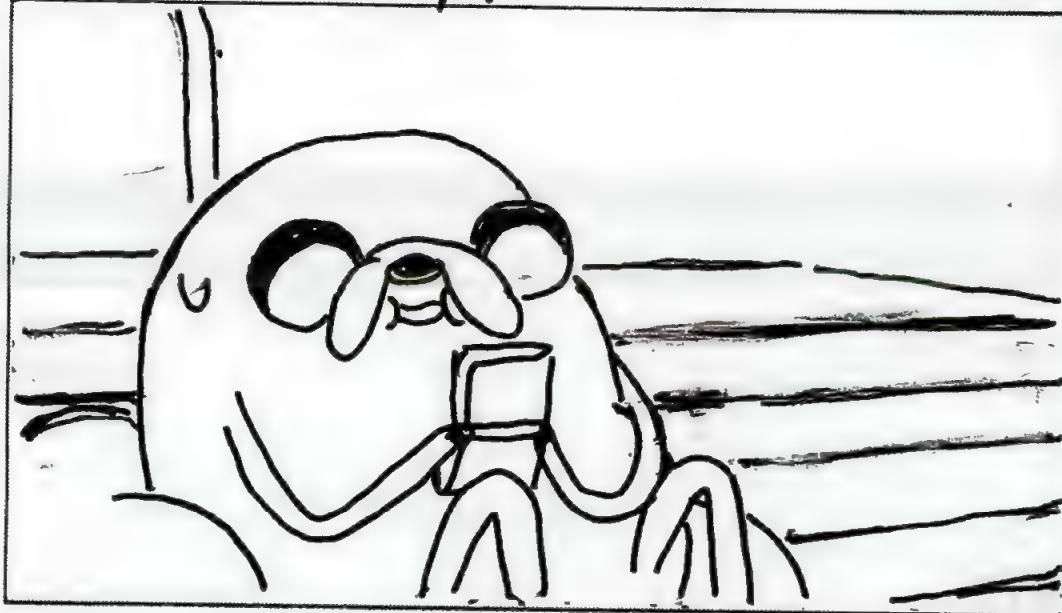
day night

Sc.

Pnl.

Bg.

Page **173**  
**NO PG 174**  
 day night



Dialog:

J: HE HEH

CANDY PEOPLE: <sup>(S/S)</sup> [GRUMBLING / UNEASE]

Action:

Timing:



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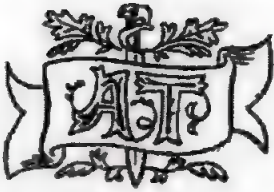
Production :

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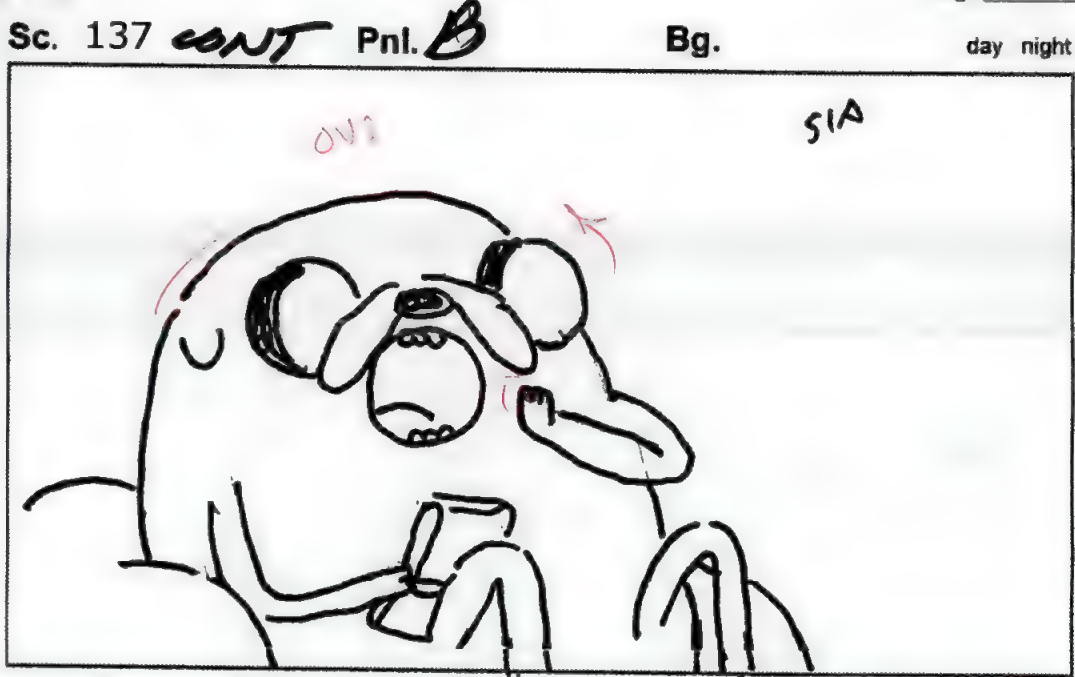
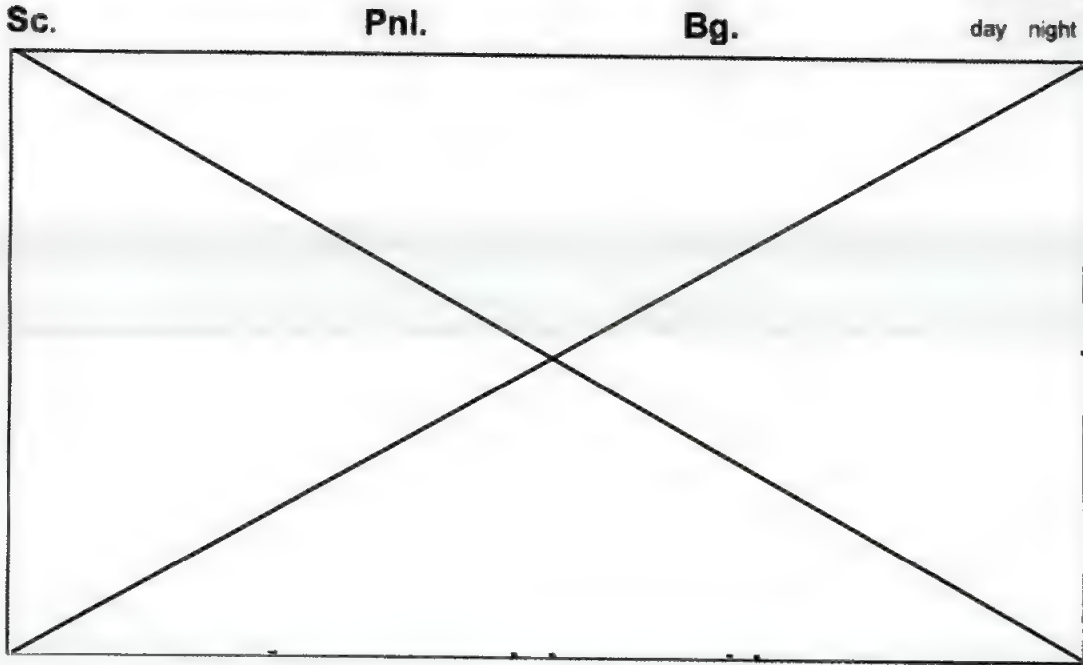
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ADVENTURE TIME



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Dialog:

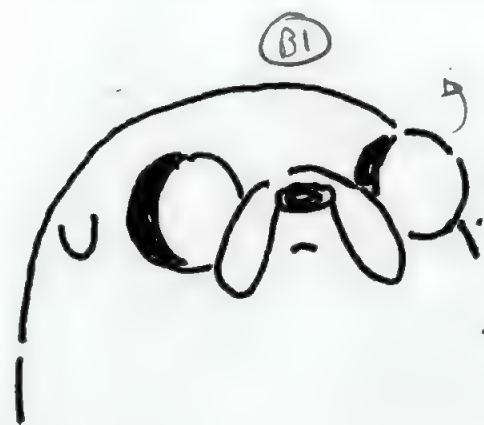
*CA. B: WHO'S GOING TO  
(FF/S) MU-MU, OUR BOO-BOOS?  
(EVERYONE STARTS)  
CRYING*

*CANDY  
PEOPLE*

Action:

*- J LOOKS UP*

Timing:



*J: HEY WHY DON'T YOU  
- GUYS TEAM UP AND  
FIGHT EACH OTHER TO  
SEE*

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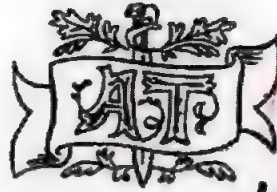
Production :

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# ADVENTURE TIME



No Scs. 138 & 139

Sc. 137 *CONT* Pnl. *C*

Bg.

day night

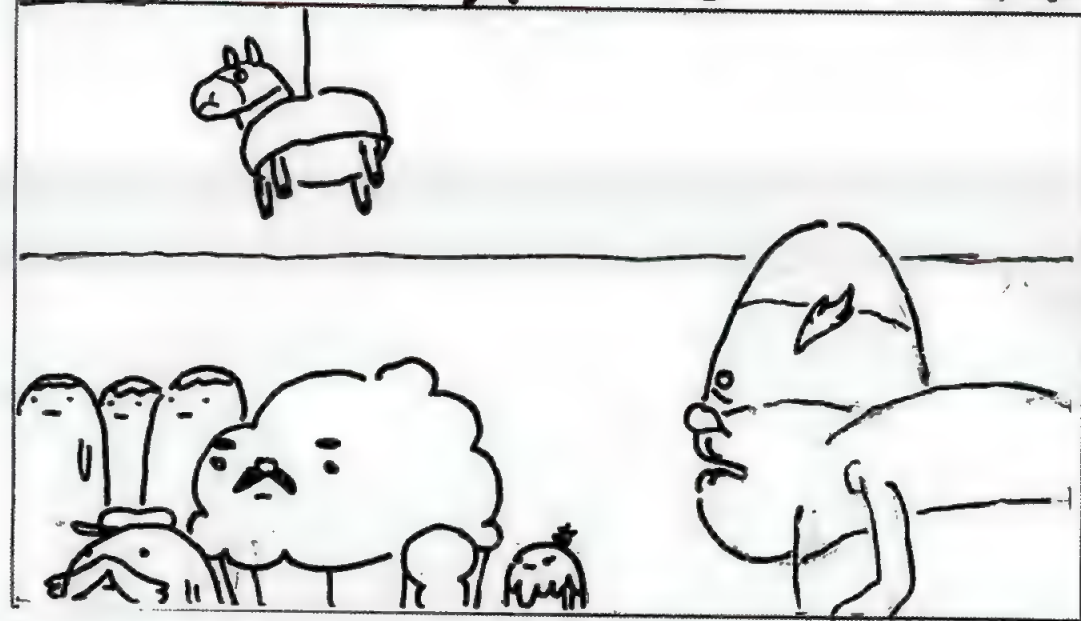


Sc. *140*

Pnl. *A*

Bg.

Page *176*  
day night



Dialog:

*J: WHO GETS TO  
WEAR THE CROWN!*

Action:

*- J LEANS FORWARD + POINTS/LOOKS UP*

JUN 30 2014

Timing:

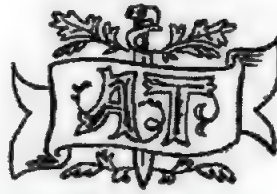
EPISODE # 1025-189

Production :

1025/189

1025/189

# ADVENTURE TIME



Sc.

140 CONT

B

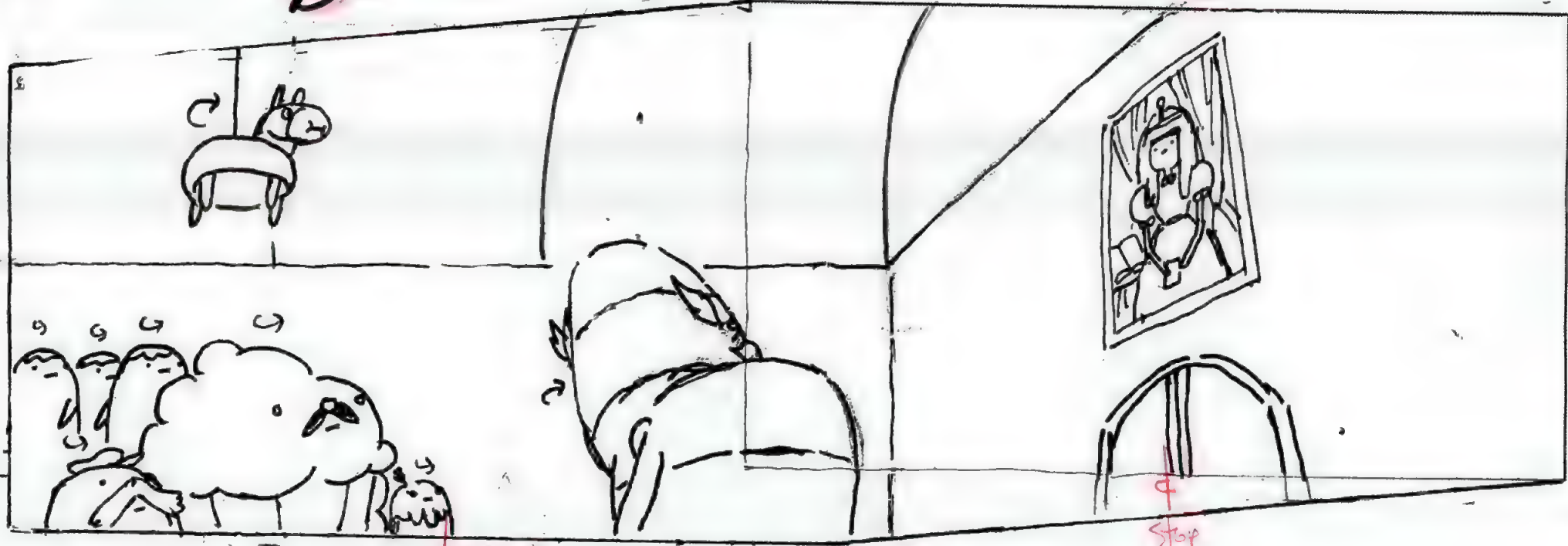
Bg.

day night

Page

177

HW  
CONT



Dialog:

Action:

- EVERYONE LOOKS TO THE RIGHT
- PAN TO ROYAL PORTRAIT

Timing:

JUN 30 2014

EPISODE# 1025-189

Production :

1025/189

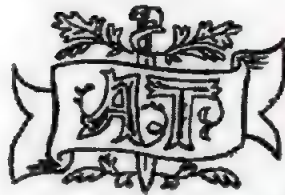
1025/189



1025/189

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# ADVENTURE TIME



141  
C.A.K.

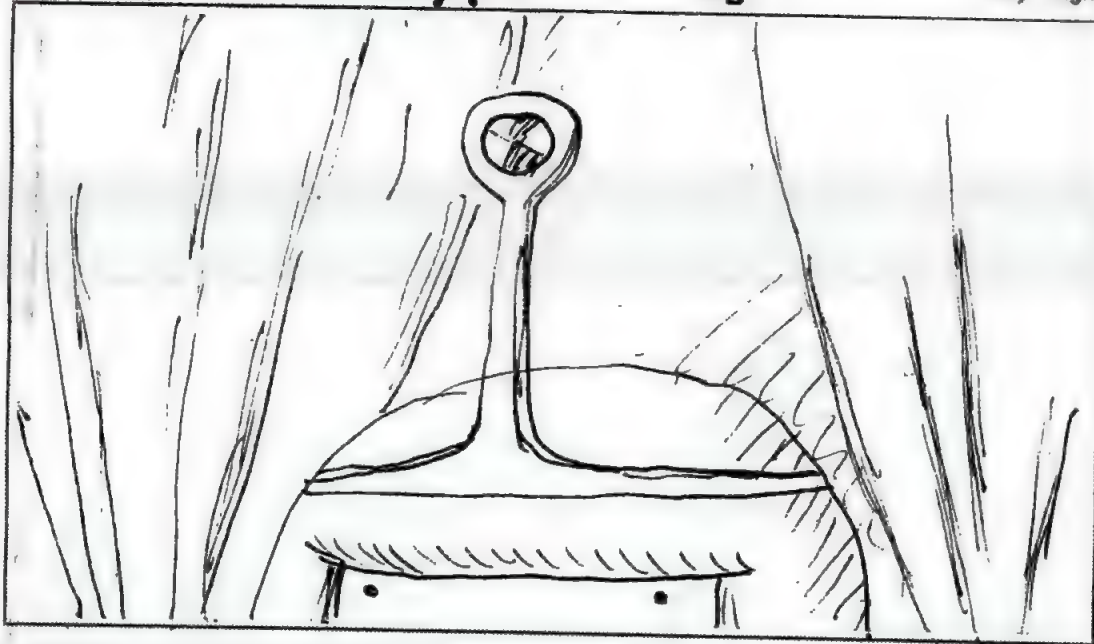
Sc.

141

Pnl. A

Bg.

day night



Sc.

142

Pnl. A

Bg.

Page

170

day night



Dialog:

Action:

- TWINKLE ON JEWEL

Timing:



S.P.

JUN 9 0 2014

EPISODE # 1025-189

1025/189

Production :

1025/189

# ADVENTURE TIME



Ho  
Art

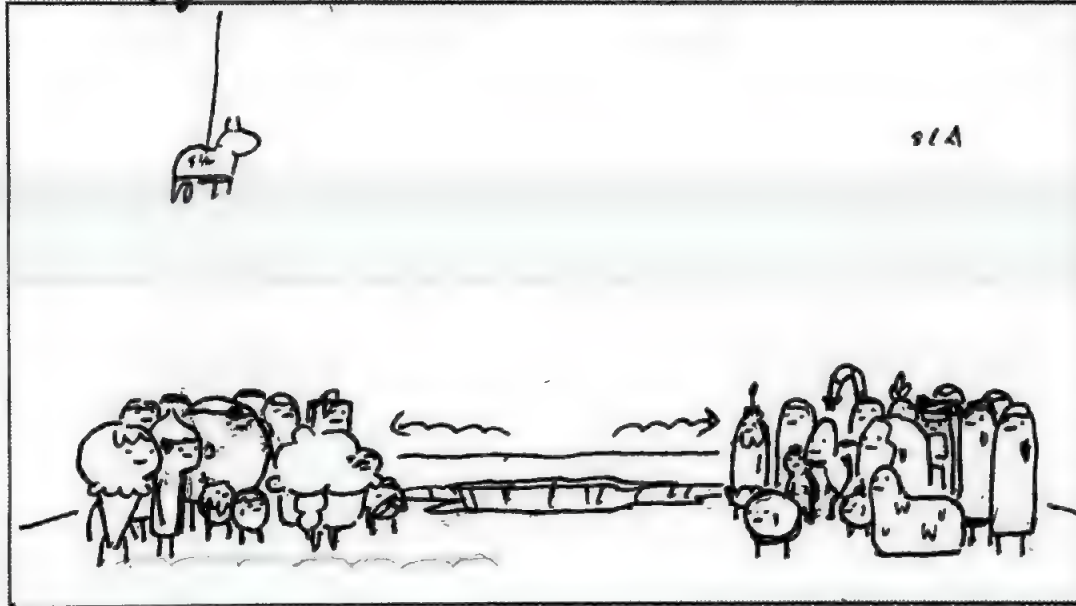
Page 179

Sc.

142 CONT Pnl. B

Bg.

day night



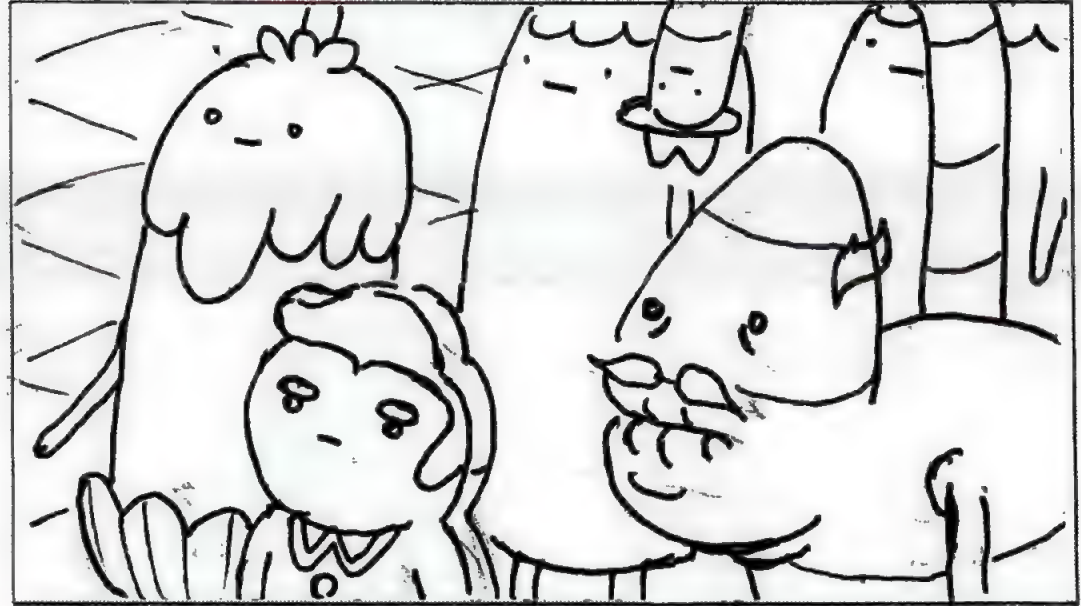
Sc.

143

Pnl. A

Bg.

day night



Dialog:

Action:

- HALF OF CROWD RUNS  
TO CCC'S SIDE, HALF  
RUNS TO MANFRED'S SIDE

Timing:



JUN 30 2014

EPISODE # 1025-189

Production :

1025/189

1025/189



# ADVENTURE TIME



Out

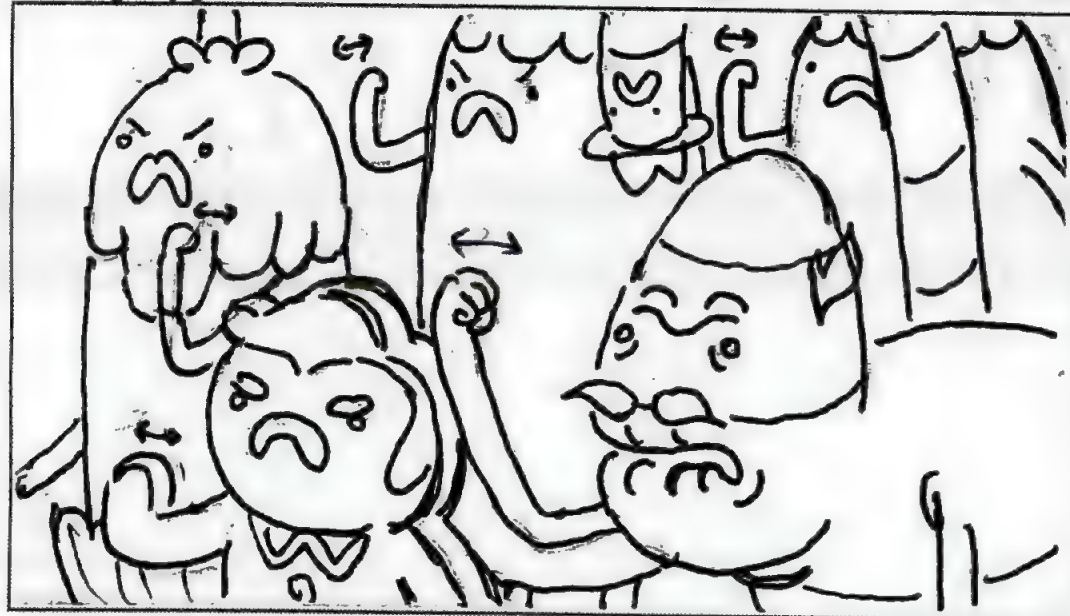
Page 180  
day night

Sc.

143 cont Pnl. B

Bg.

day night



Sc.

144

Pnl. A

Bg.

day night



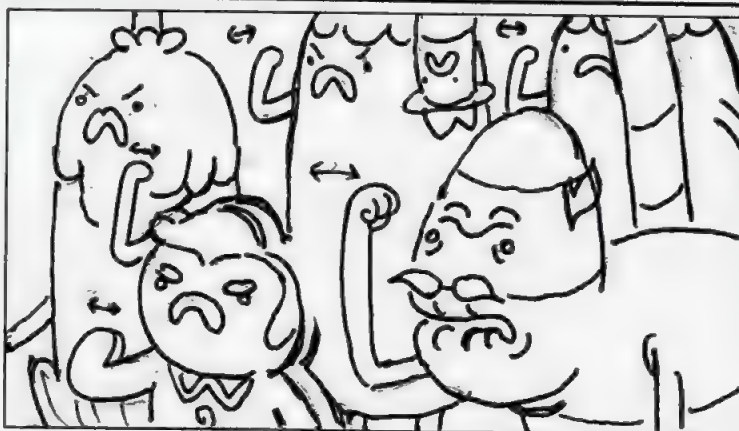
Dialog:

C. PEOPLE : EE UUGH ! !

Action:

— EVERYONE SHAKES  
THEIR FEELS IN  
THE AIR (BI)

Timing:



JUN 30 2014

Production :

EPISODE # 1025-189

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# ADVENTURE TIME



Cat

Sc. 144 CONT Pnl. B

Bg.

day night

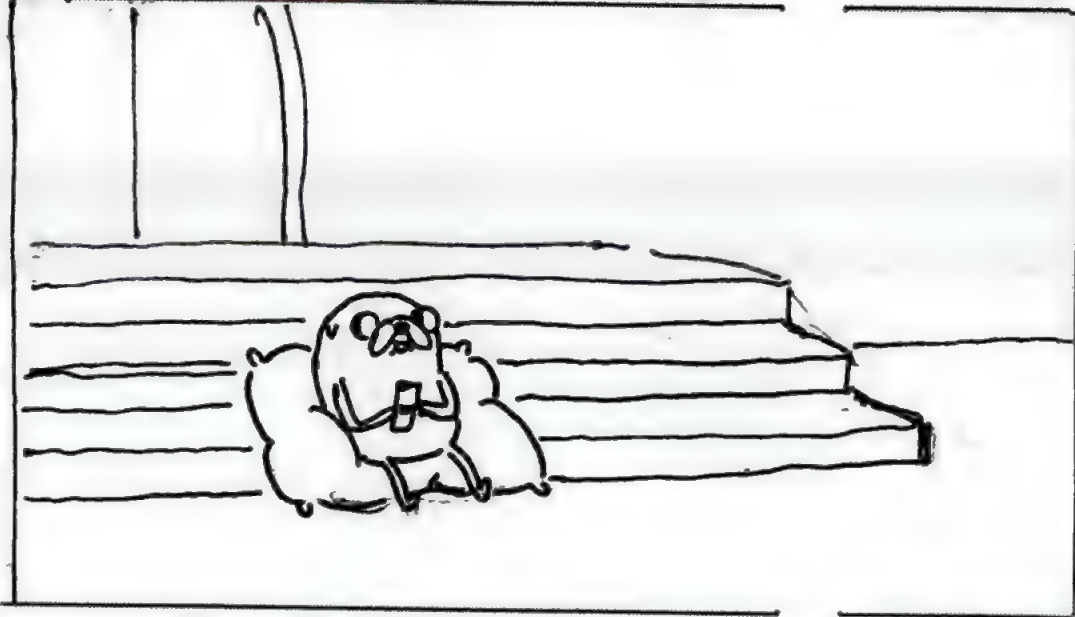


Sc. 145

Pnl. A

Bg.

Page 181  
day night



Dialog:

C. PEOPLE: EUGGHHH!

I: HA HA.

Action:

- EVERYONE SHAKES THEIR FISTS IN THE AIR

- J GOES BACK TO HIS PHONE

Timing:



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EPISODE #

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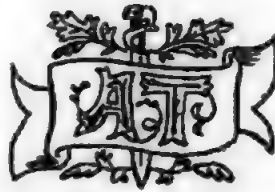
1025/189

1025/189

1025/189

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# ADVENTURE TIME



Sc. 145 CONT

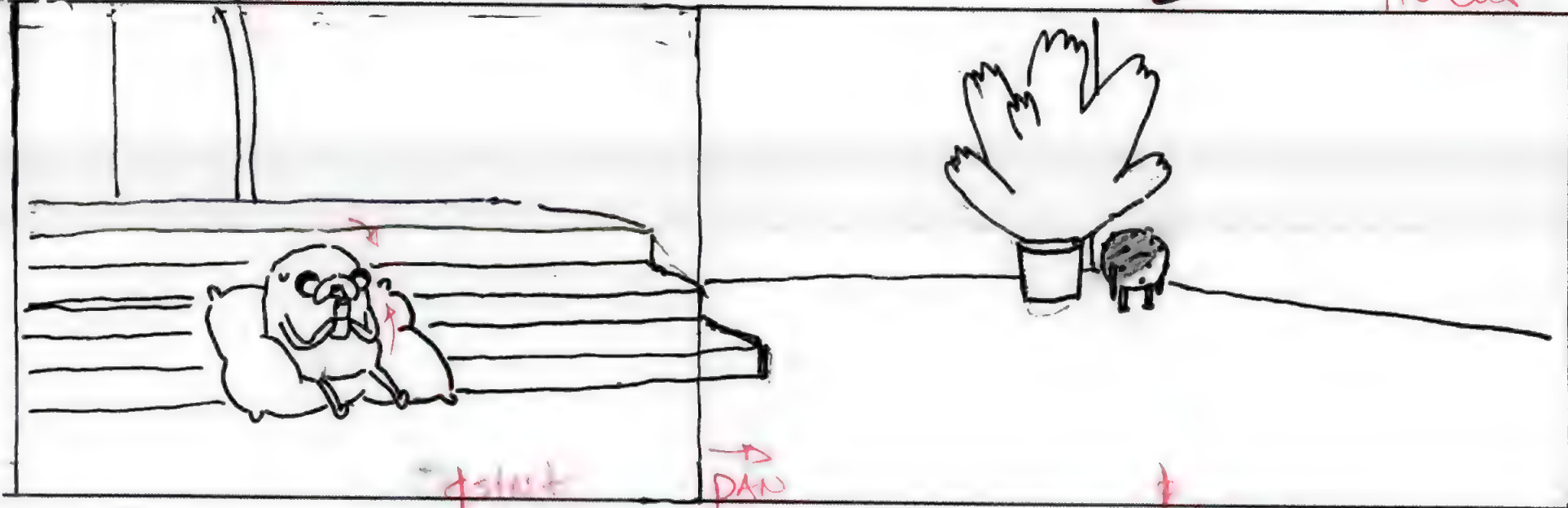
Pnl.

B

Bg.

day night

Page 187  
*Ho cut*



Dialog:

SFX: \* TAK-TAK + TAK

Action:

- PAN RIGHT TO CRUNCHY STANDING BY A PLANT

JUN 30 2014

Timing:

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Production :

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1025/189

# ADVENTURE TIME



*Cut w/ music to next*

Sc.

*146*

Pnl.

*A*

Bg.

day night

Sc.

Pnl.

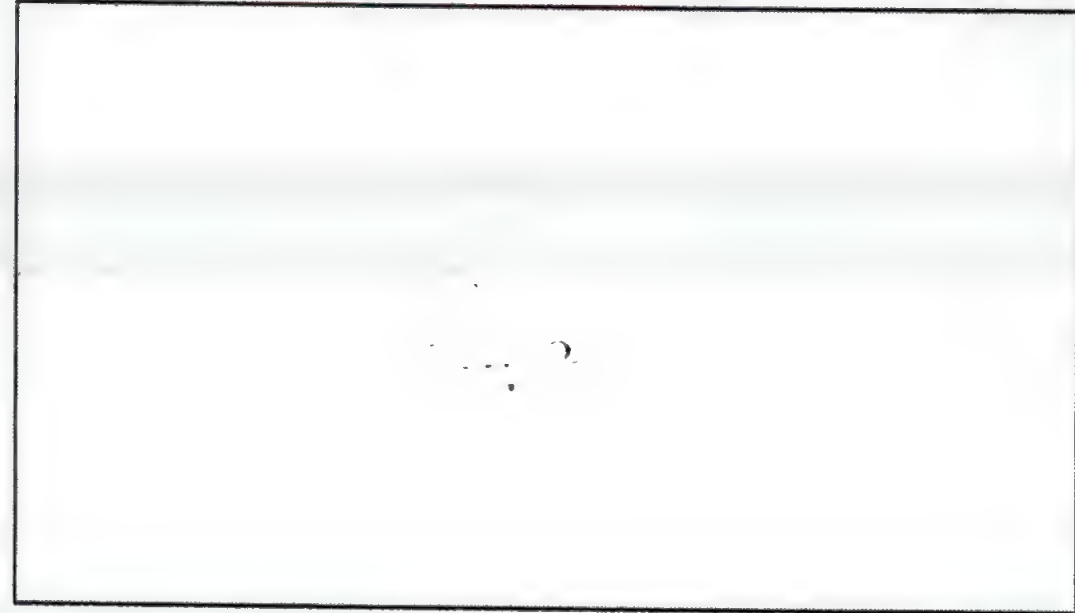
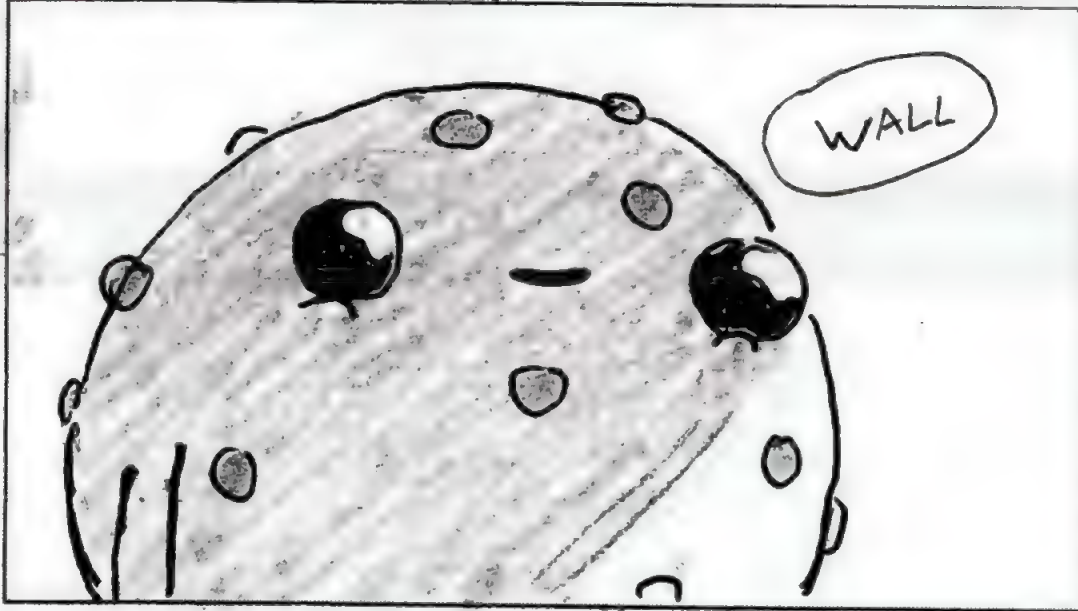
Bg.

Page

*183*

day

*183 ANEXT*



Dialog:

CRUNCHY : EUMHH...  
HUUUUUUUUUU

Action:

- CRUNCHY LAUGHS CREEPILY

Timing:

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Production :

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1025/189

1025/189

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*He cut*



Cut  
w/ purple  
post

# ADVENTURE TIME



Sc.

147

Pnl.

A

Bg.

day night



Sc.

147 CONT

Pnl.

B

Bg.



Page

183A

184 NEXT

day night

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Dialog:

PB: [HUMMING TO HERSELF]

5 HMM-HM -

JUN 30 2014

Action:

- PB POURS GLITTERY POWDER FROM FLOWER INTO CUP

Timing:

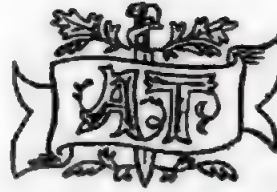


Production :

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# ADVENTURE TIME



Sc. 147 CONT Pnl. C

Bg.

day night



Sc. 147 CONT Pnl. D

Bg.

day night



Dialog:

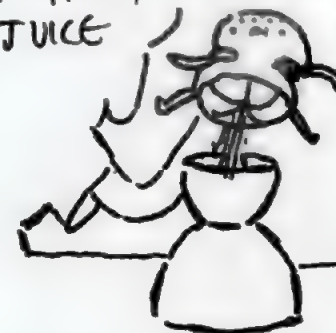
PB: (HUMMING CONTINUES)

Action:

- PB REACHES FOR GRAPEFRUIT GUY AS POWDER FINISHES POURING

Timing:

PICKS UP G.G.,  
-PB SQUEEZES HIM,  
SQUARTING JUICE  
INTO CUP



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EPISODE #

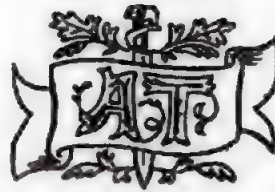
1025/189

Production :

1025/189



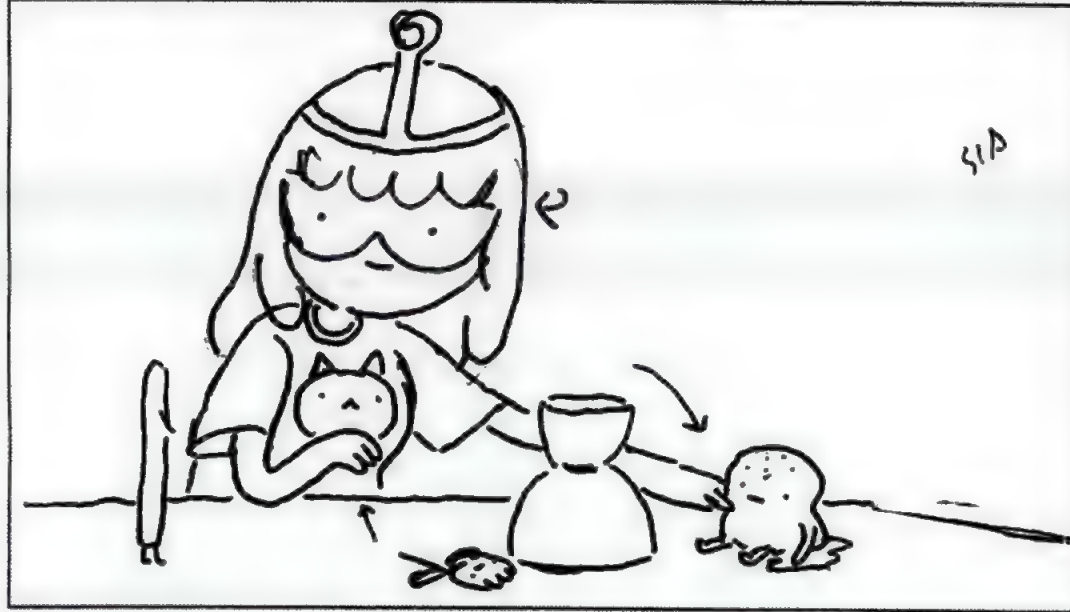
# ADVENTURE TIME



Sc. 147 CONT Pnl. E

Bg.

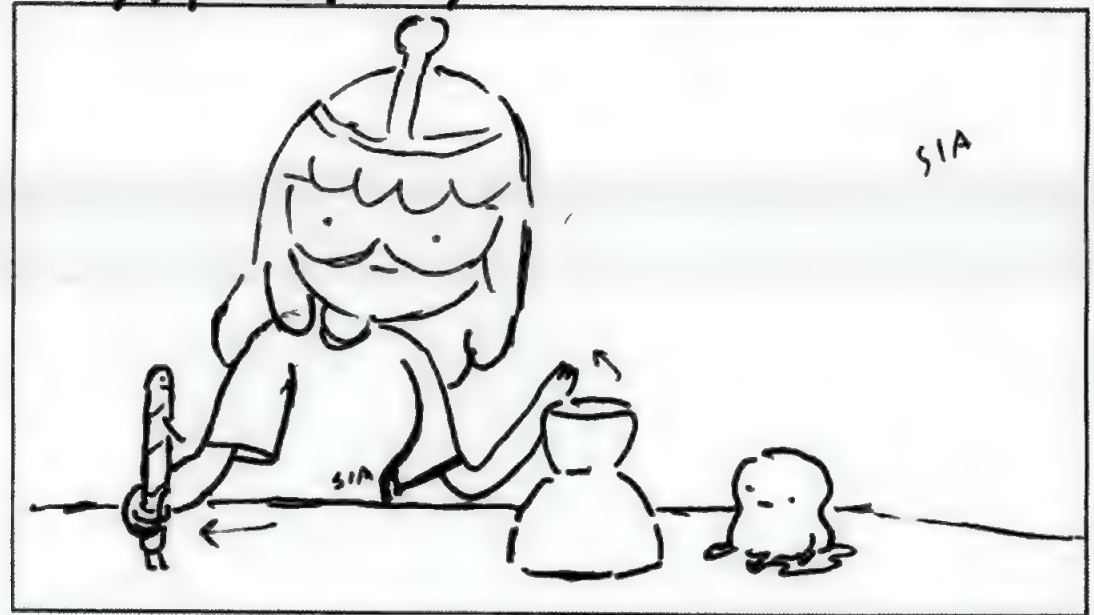
day night



Sc. 147 CONT Pnl. F

Bg.

day night



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Dialog:

Action:

- PUTS DOWN G.G (MISHAPEN)

Timing:

UN 30 2014  
- PICKS UP CANDY  
STICK GUY, FLIPS  
HIM UPSIDE  
DOWN



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1025/189



# ADVENTURE TIME



Sc. 147 CONT Pnl. G

Bg.

day night



Sc. 147 CONT Pnl. H

Bg.

day night



Dialog:

SFX: \* SHHKK! \*

Action:

- STRIKES C.S.G. AGAINST FLAT  
GUY ON TABLE LIKE A MATCH,  
RAINFLOW FLAME ON HIS HEAD

- PB DROPS C.S.G INTO CUP

JUN 30 2014

Timing:

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Production :

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# ADVENTURE TIME

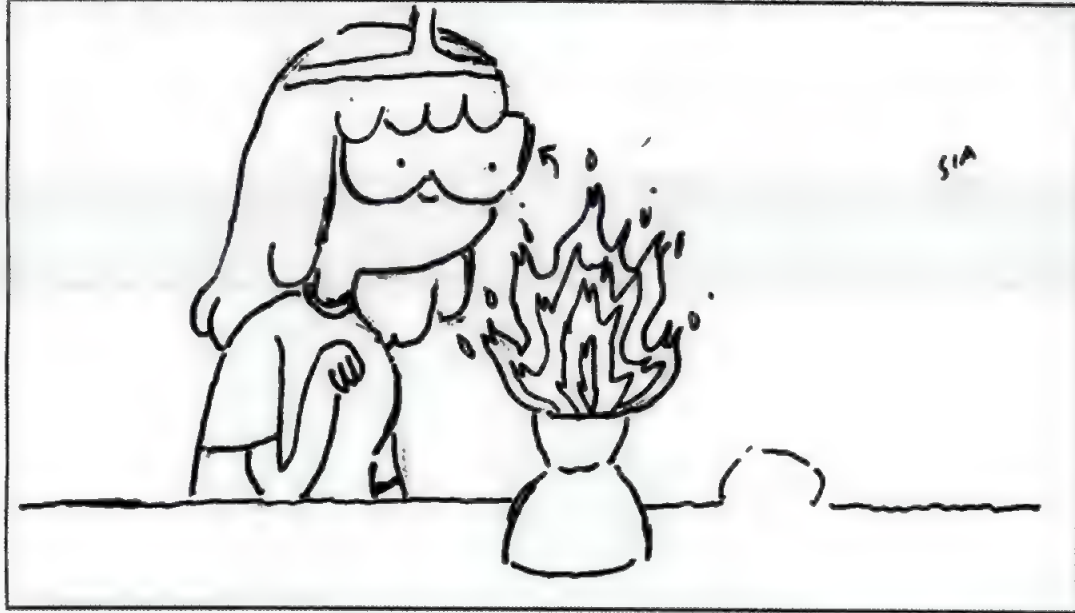


Ho  
Cut

Page 187

Ho  
Cut

Sc. 147 cont Pnl. I Bg. day night



Sc. 148 Pnl. A Bg. day night



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Dialog:

SFX: \*FWOOSH,\*

Action:

-BIG RAINBOW FIRE FLARES UP OUT OF CUP, THEN SHRINKS

Timing:



PB: HERE, TRY THIS ONE

JUN 20 2014

- PB + F. ARE IN A ROOM FILLED WITH BOTTLES: STRANGE LIQUIDS, TINCTURES, SOLUTIONS.



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Ho Cut

# ADVENTURE TIME



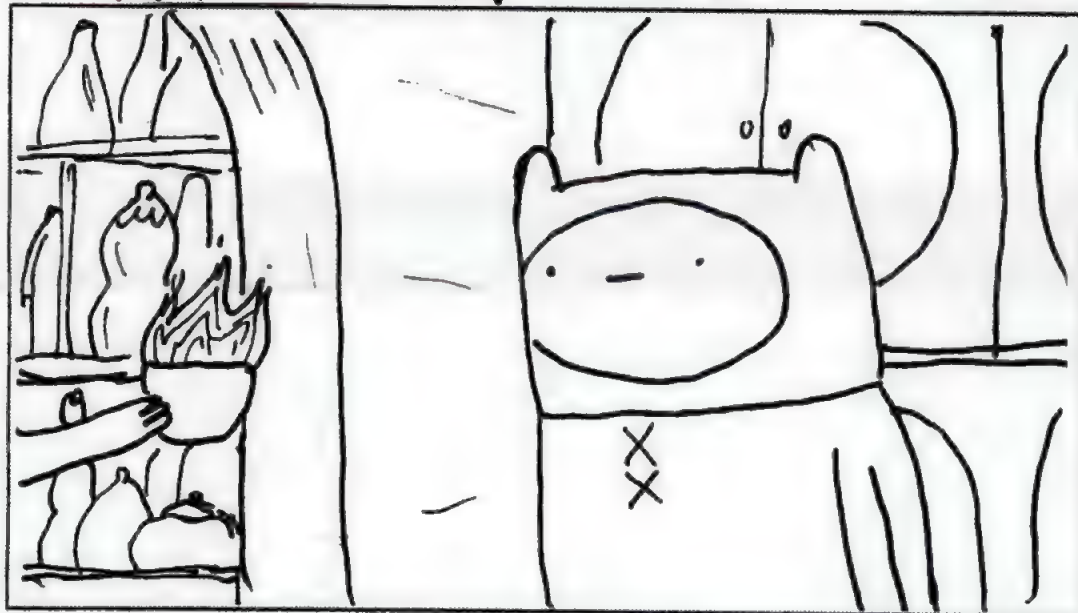
Page **188**

Sc. **149**

Pnl. **A**

Bg.

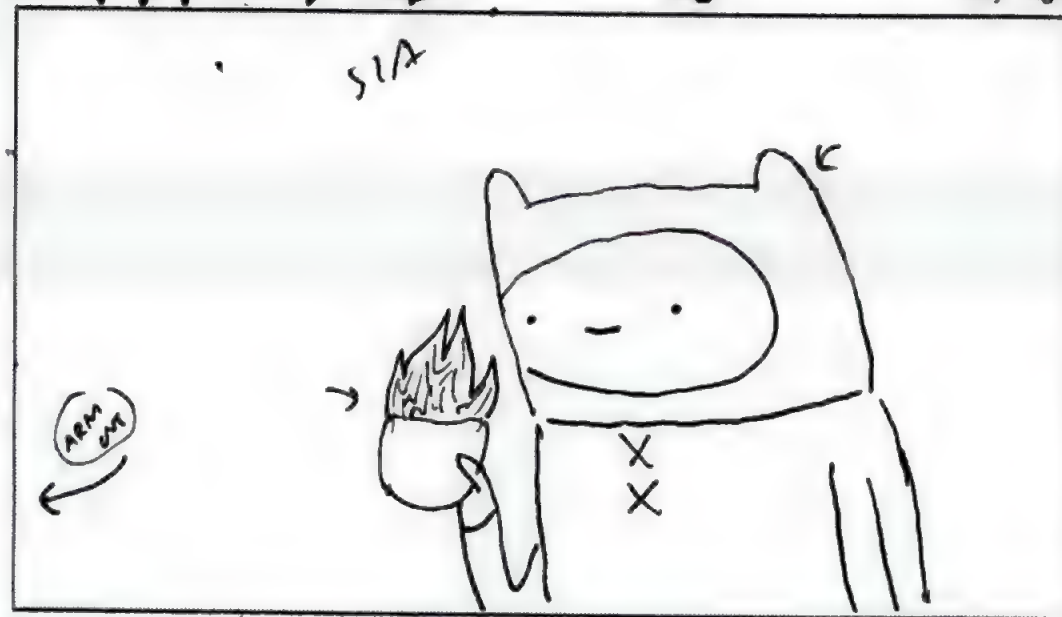
day night



Sc. **149 cont** Pnl **B**

Bg.

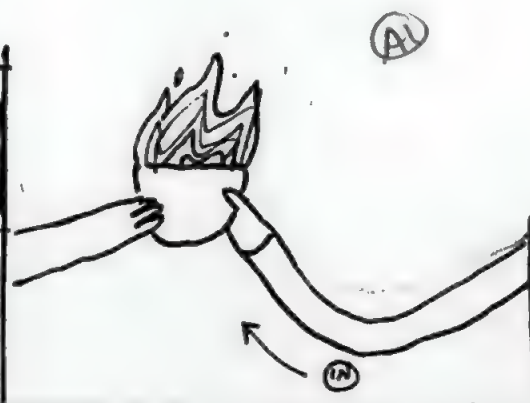
day night



Dialog:

Action:

Timing:



-F. TAKES CUP  
FROM PB.

JUN 30 2014

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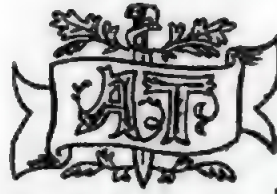
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Production :

1025/189



# ADVENTURE TIME



Sc. 149 CONT Pnl. C

Bg.

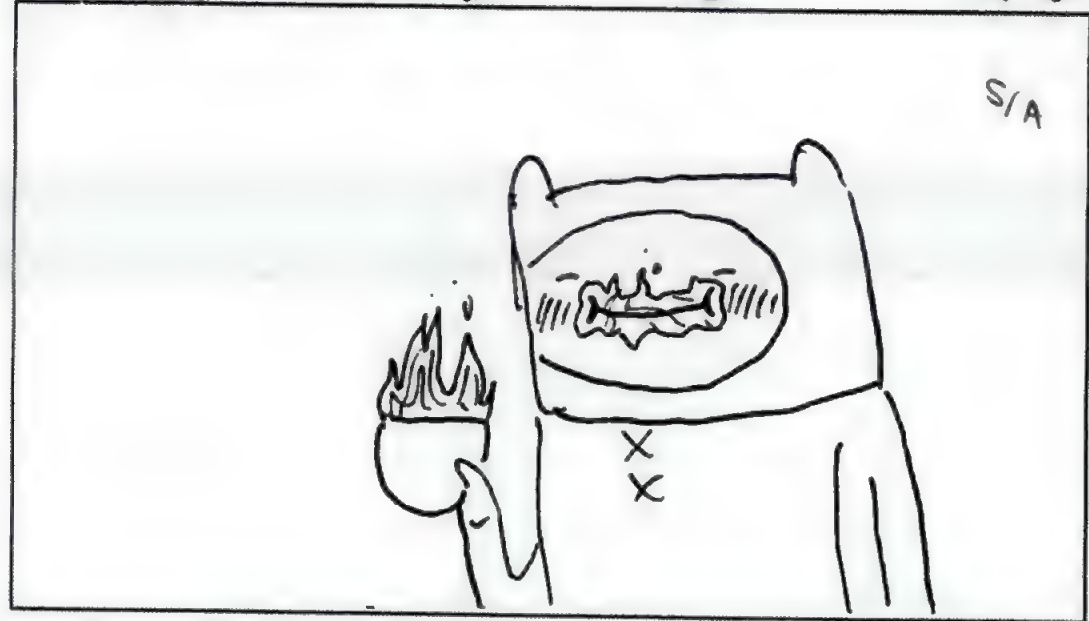
day night



Sc. 149 CONT Pnl. D

Bg.

day night



Dialog:

F: M M M M M.

FIRE.

JUN 30 2014

Action:

- F "DRINKS" FIRE

- F HAS RAINBOW  
FIRE MUSTACHE

(DI)

Timing:



Hu  
Cust

EPISODE # 1025-189

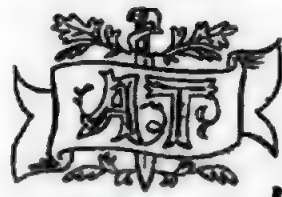
1025/189

Production :

1025/189

HW  
Cust

# ADVENTURE TIME



Page **190**

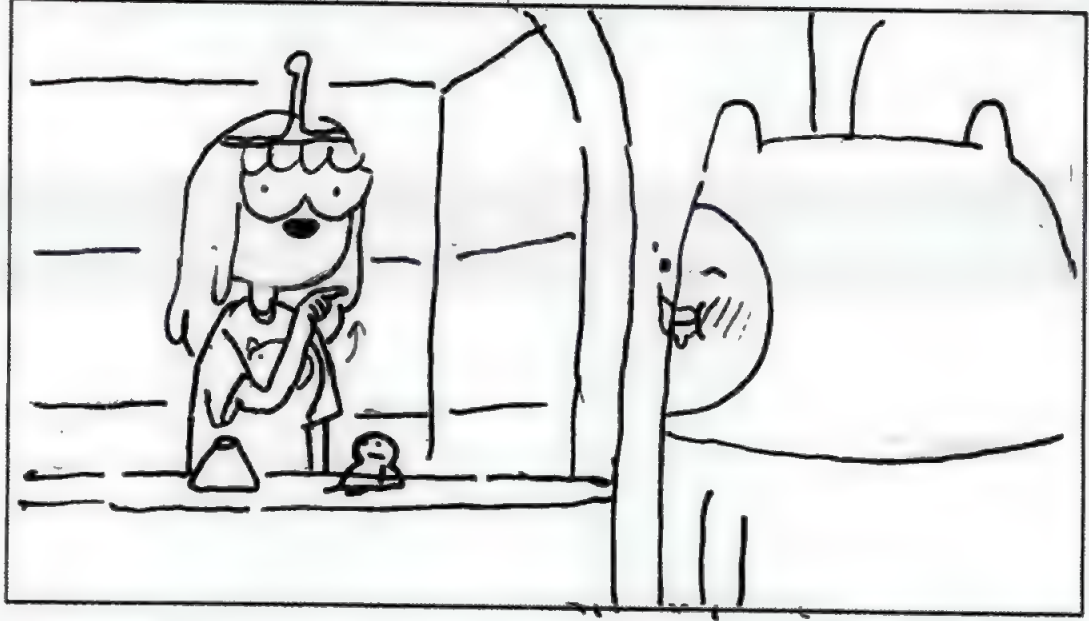
HW  
Cust

Sc. **150**

Pnl. **A**

Bg.

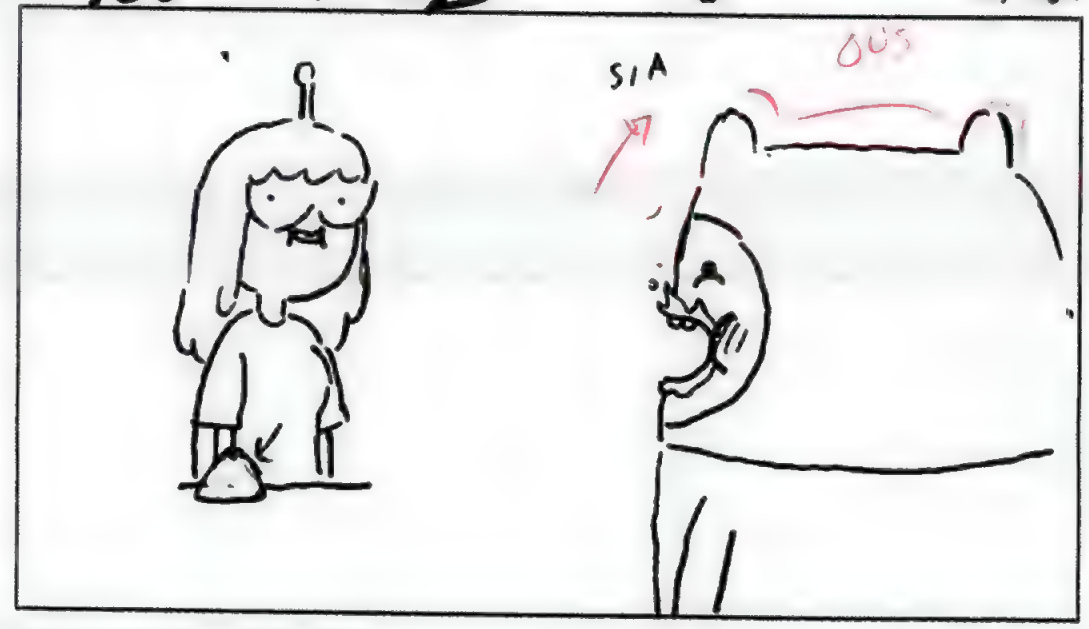
day night



Sc. **150 CONT** Pnl. **B**

Bg.

day night



Dialog:

**PB:** HAHA YOU GOTTA  
LITTLE.. EDIBLE FIRE  
MOUSTACHE THERE

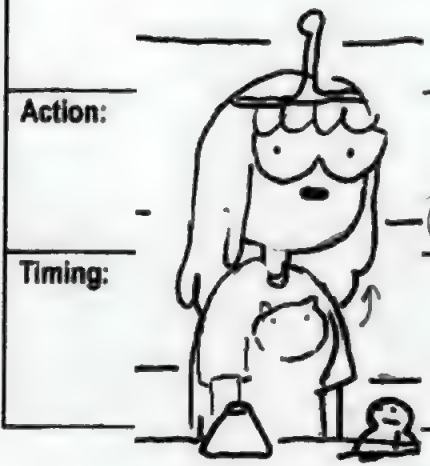
**F:** WHAT!

JUN 30 2014

Action:

- F PULLS UP HIS PHONE

Timing:



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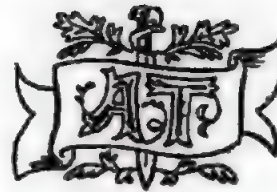
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1025/189

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HV  
Cut

# ADVENTURE TIME

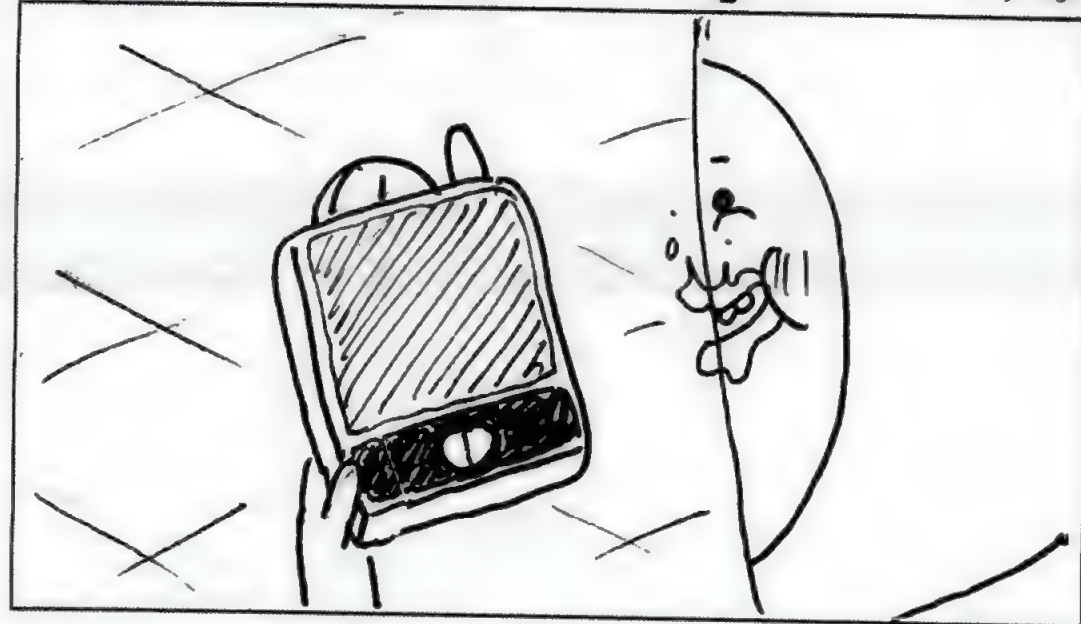


Sc. 151

Pnl. A

Bg.

day night



Sc.

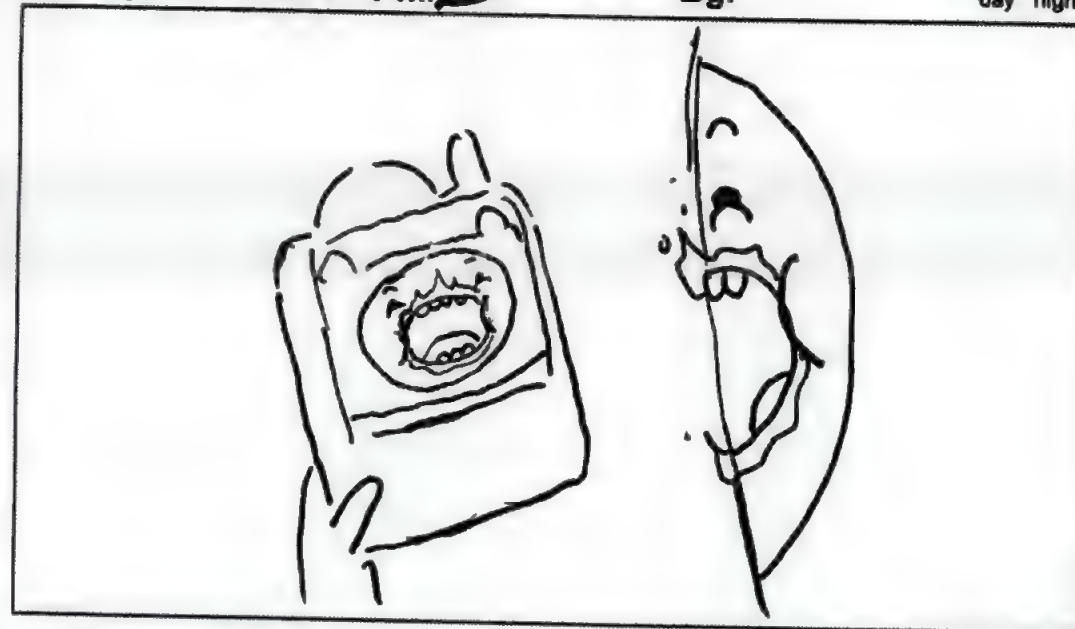
151 cont Pnl. B

Bg.

Page

191

day night



Dialog:

Action:

- F CLICKS ON HIS PHONE

Timing:

(AL)



E: HAHH!!

JUN 30 2014

Production :

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HV  
Cut

1025/189



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# ADVENTURE TIME

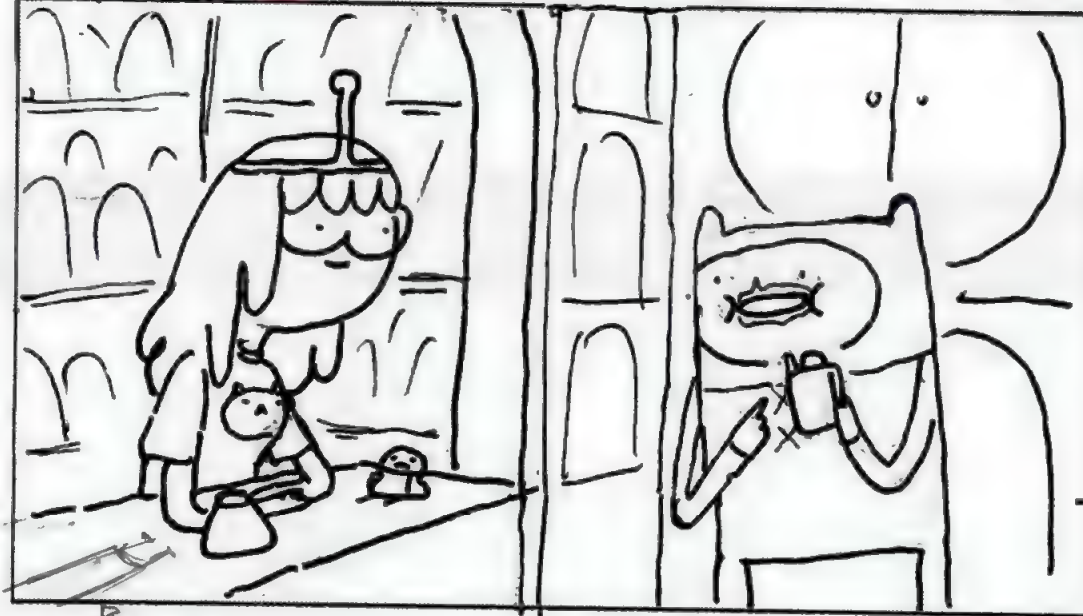


Sc. 152

Pnl. A

Bg.

day night

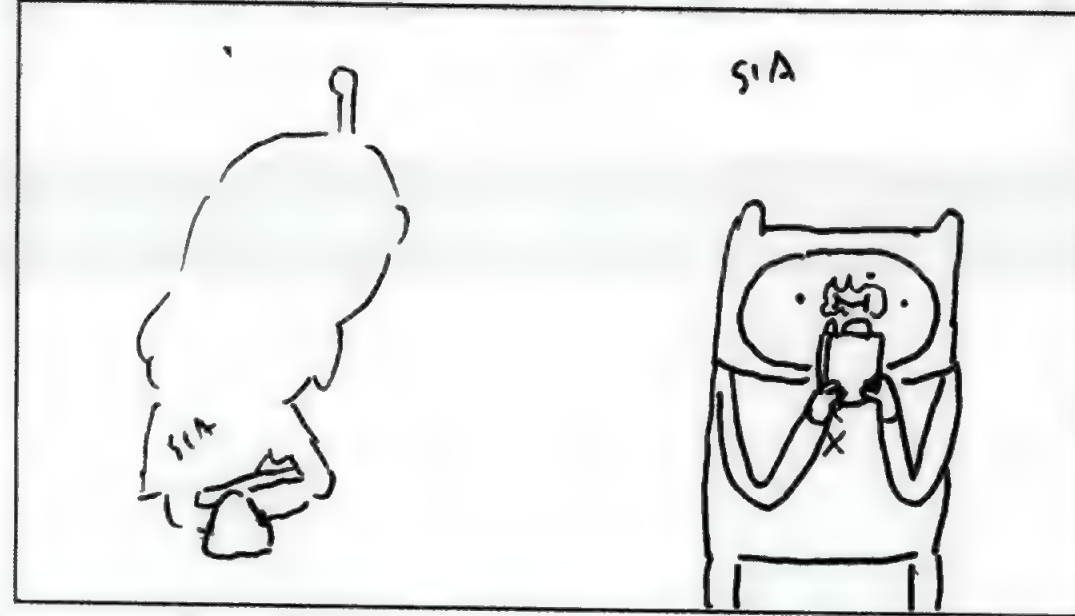


Sc. 152 cont

Pnl. B

Bg.

day night



Dialog:

FLAT  
Guy

F: THIS TO JAKE.

Action:

Timing:

(A)



F: [HUMS]

SFX: \* SHUTTER \*  
SFX

- PB REACHES OFF/S  
- F. TAKES PICTURE.

JUN 30 2014

(B)



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1025/189

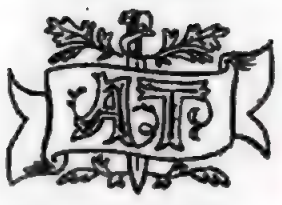
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# ADVENTURE TIME



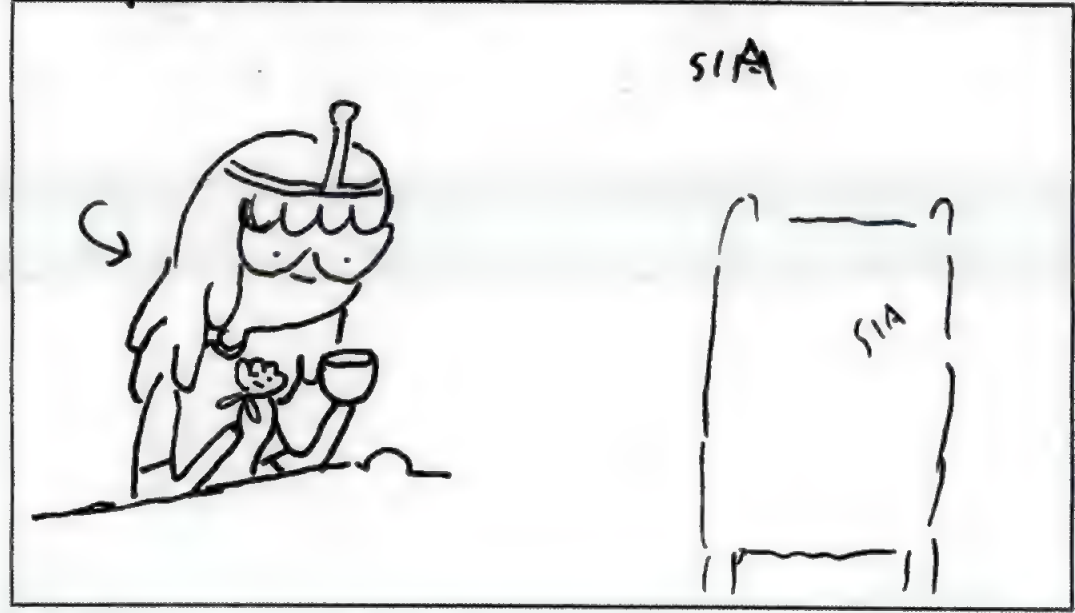
110  
Cut

NO SC  
153

Sc. 152 CONT Pnl. C

Bg.

day night

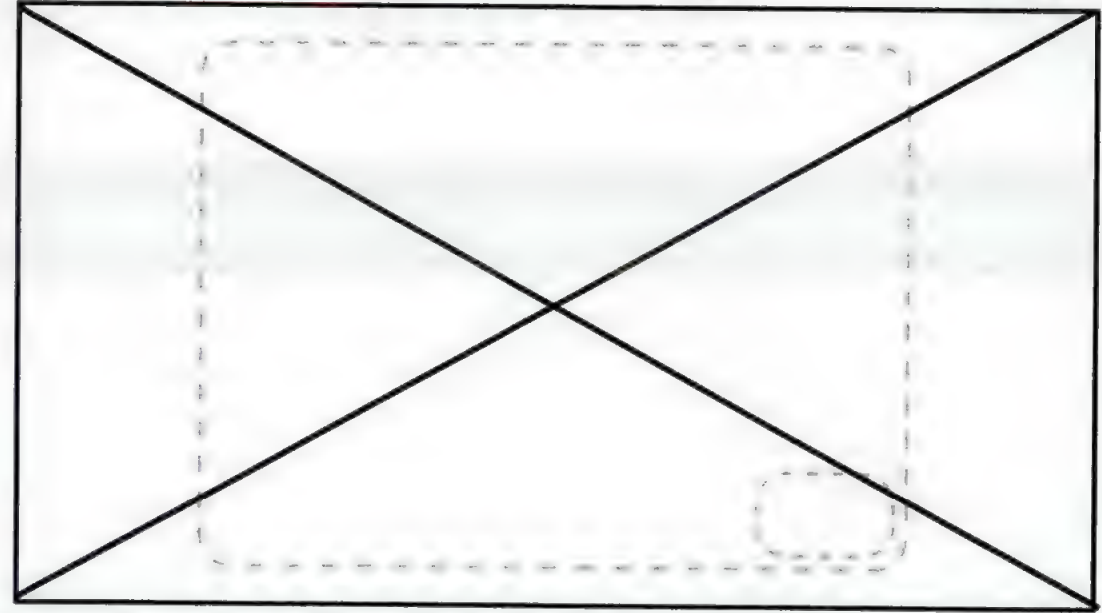


Sc.

Pnl.

Bg.

Page 193  
day night



Dialog:	
<u>F</u> [HUMMING CONT] ~~~~~→	
Action:	<div>- PB pulls in a flower and cup</div> <div>- PB puts cup on base, pours flower powder in</div>
Timing:	

JUN 30 2011

EPISODE # 1025-189  
Production :

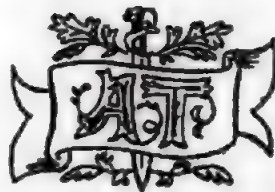
1025/189

1025/189

1025/189

HW  
cut

# ADVENTURE TIME



Sc. 154

Pnl. A

Bg.

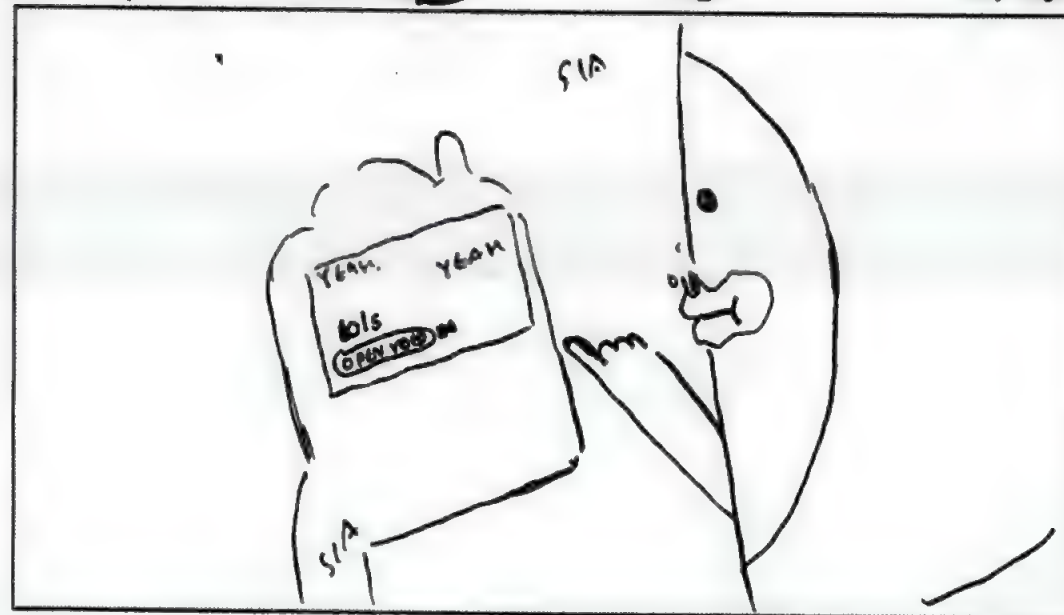
day night



Sc. 154 CONT Pnl. B

Bg.

Page 194  
day night



HW  
cut

EPISODE # 1025-189

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1025/189

Dialog:

SFX : = PING =  
F : HMM.

Action:

- F GETS A TEXT FROM JAKE

JUN 30 2014

Timing:

Production :

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# ADVENTURE TIME

Sc. 155

Pnl. A

Bg.

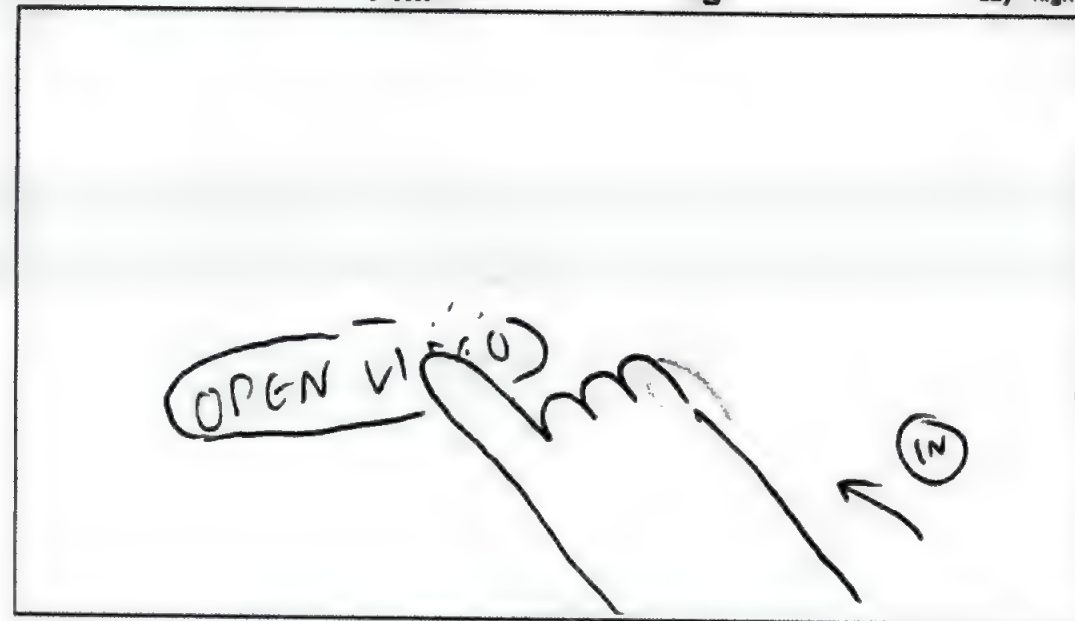
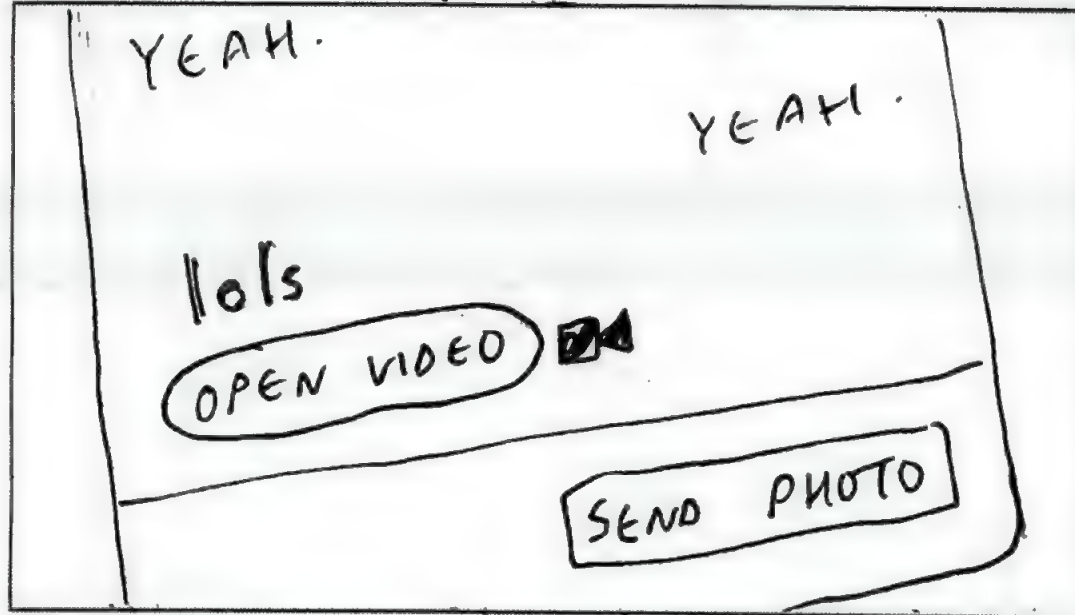
day night

Sc.

155 cont Pnl. B

Bg.

Page 195  
day night



Dialog:

Sfx: \* BOOP \*

Action:

- F CLICKS THE "OPEN VIDEO" BUTTON

Timing:

JUN 30 2014

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Production :

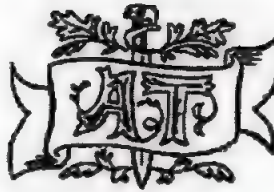
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1025/189

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# ADVENTURE TIME



Sc. 155 CONT Pnl. C

Bg.

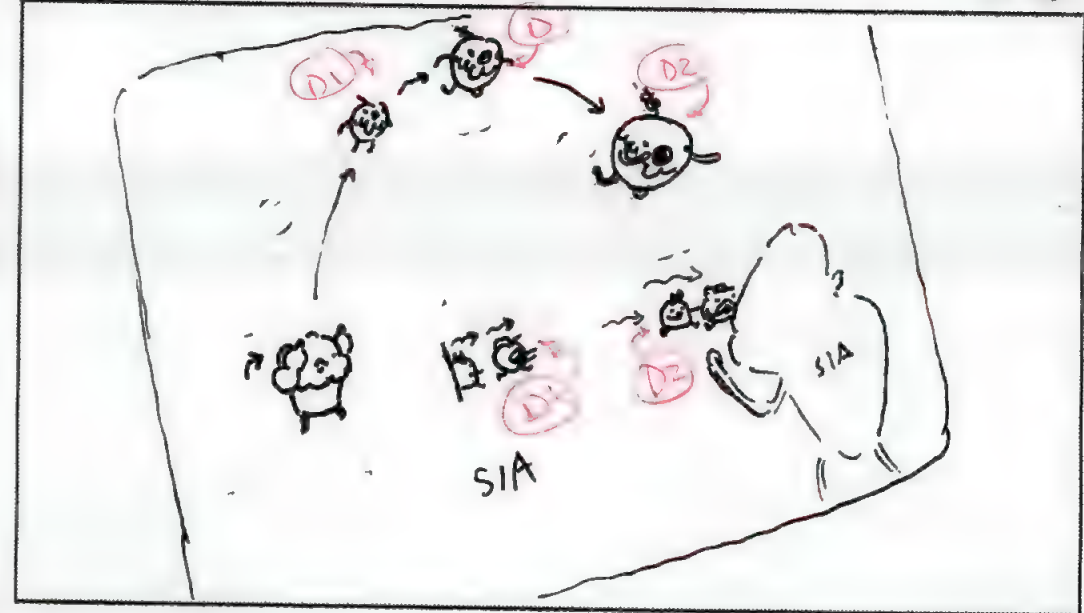
day night



Sc. 155 CONT Pnl. D

Bg.

day night



Dialog:

CANDY PEOPLE

\* BATTLE WALIA \*

Action:

Timing:



(BATTLE CRY)  
CHB: AAAH!

JUN 30 2014

- MR. CC THROWS CH.B ACROSS THE ROOM TOWARD CCC
- GUMBALL GIRL CONTINUES CHASING STARCHY AROUND CRATER

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Production :

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1025/189

1025/189



# ADVENTURE TIME



140  
CUT

Page **197**  
day night

Sc. **155 cont** Pnl. **E**

Bg.

day night

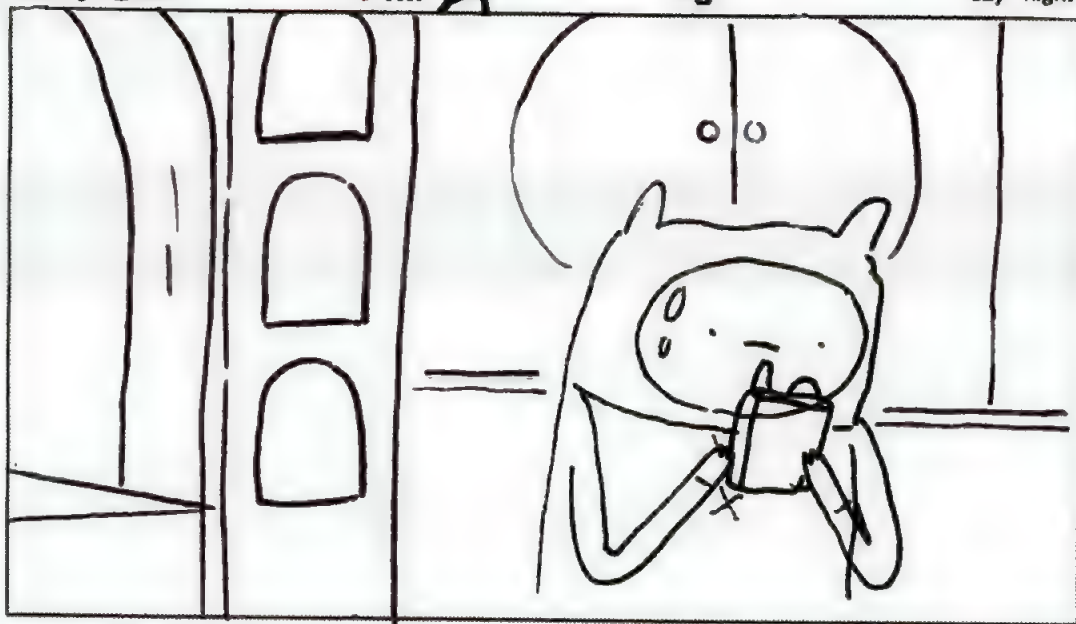


Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

CCC: EUGH!!

SFX: WHAM!

Action:

— CH. B. CRASHES INTO CCC  
KNOCKING HIM OUT OF FRAME

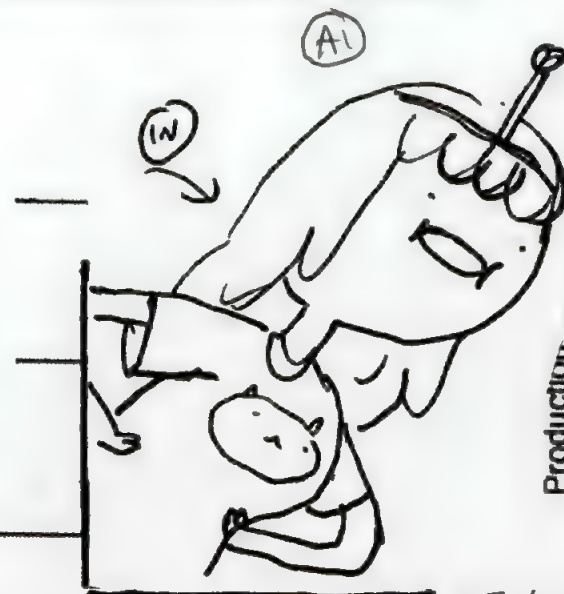
Timing:

SFX: \*BOOP\*

PB: HEY,  
WHAT'S THAT?



JUN 30 2011



Production:

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EPISODE #

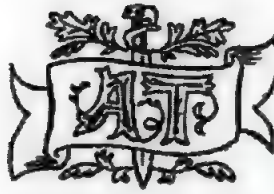
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1025/189

1025/189



# ADVENTURE TIME

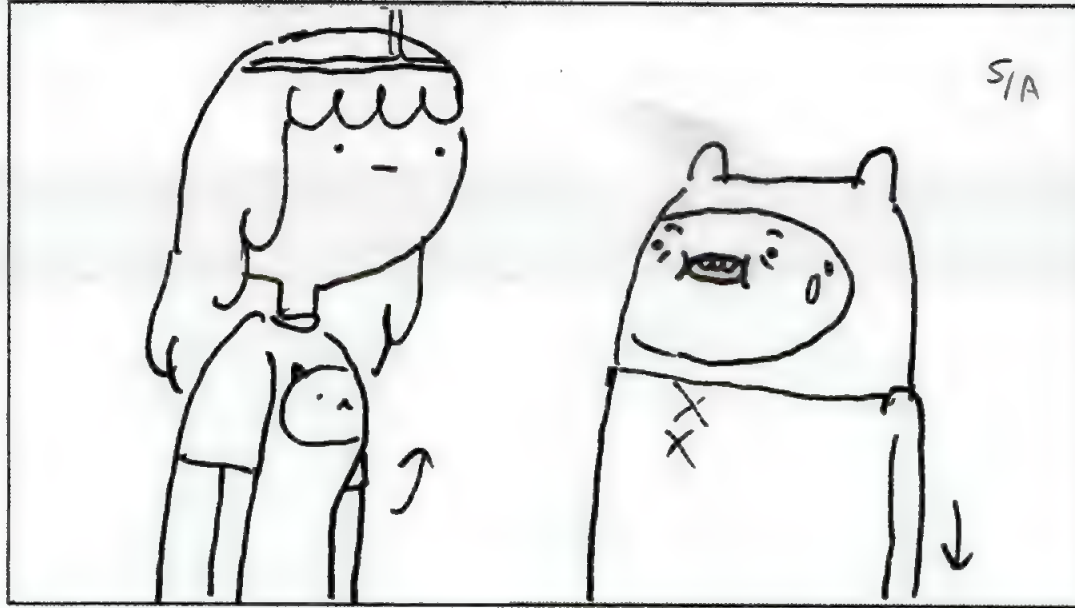


Page **198**  
day night

Sc. **156 cont** Pnl. **B**

Bg.

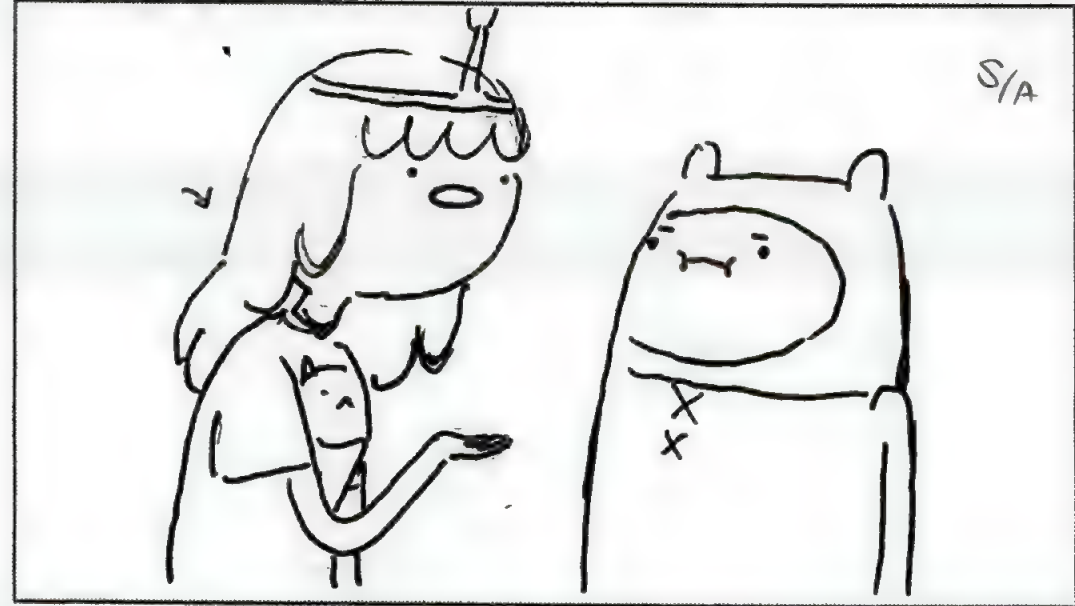
day night



Sc. **156 cont** Pnl. **C**

Bg.

day night



*Ho  
cut*

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Dialog:

E: UH...UH...UH...

Action:

- F HESITATES



Timing:

PB/ Let me see.

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Production :

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# ADVENTURE TIME



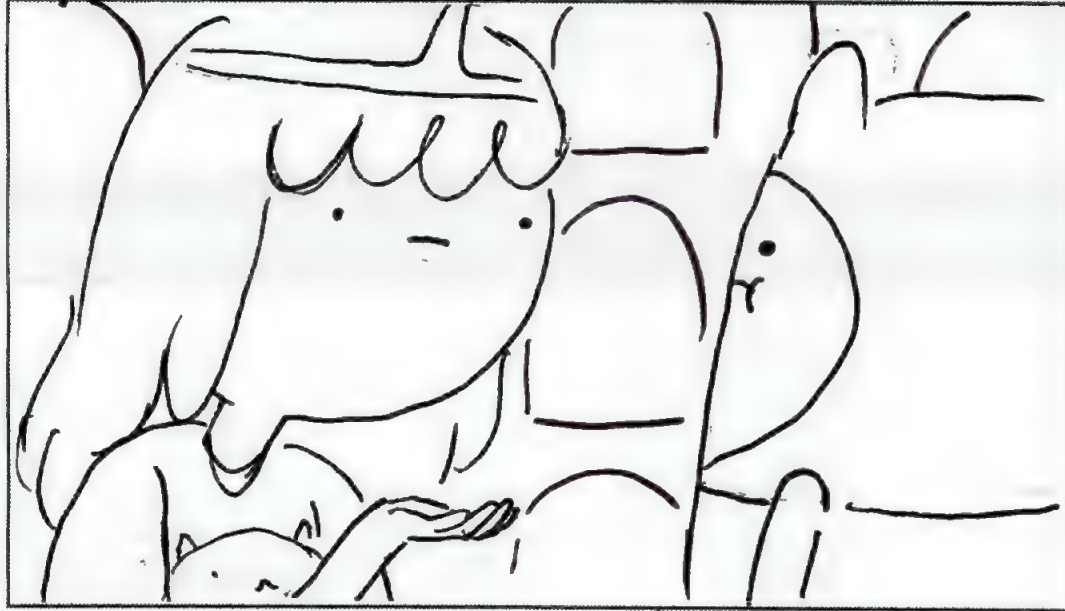
Page **199**

Sc. **157**

Pnl. **A**

Bg.

day night

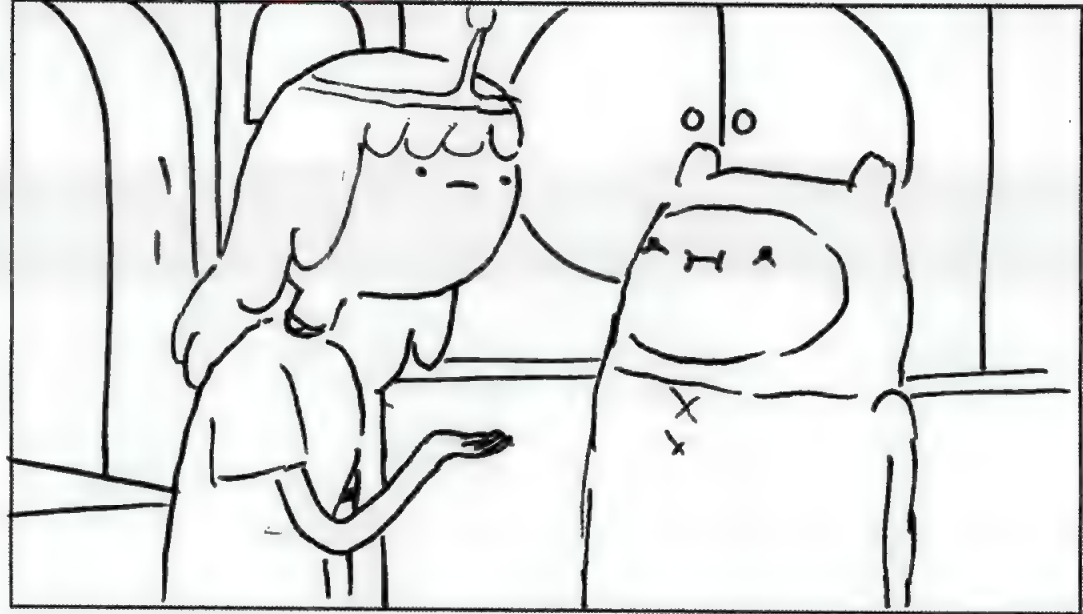


Sc. **158**

Pnl. **A**

Bg.

day night



Dialog:

E: mmmmm...  
YOU WON'T LIKE IT BUT OK.

Action:

Timing:



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1025/189

# ADVENTURE TIME



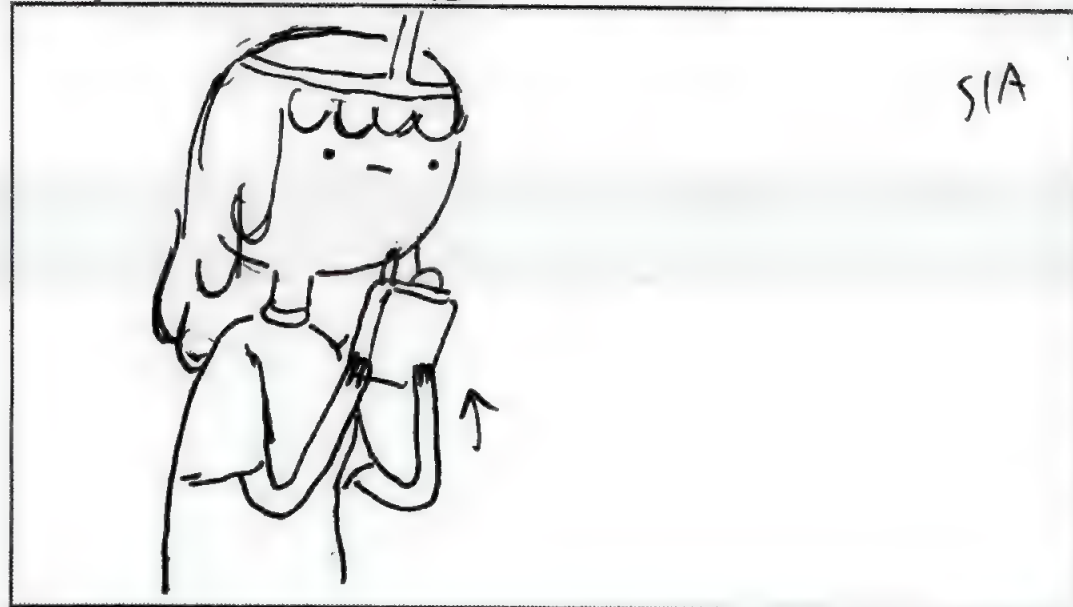
110  
cut

Page 200  
day night

Sc. 158 cont Pnl. B

Bg.

day night



Sc. 159

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

- PB LOOKS AT PHONE

SFX: (AUDIO FROM)  
(PAGES VIDEO)

- PLAYS VIDEO FOR A FEW SECONDS  
- PB'S EYES WIDEN

JUN 30 2014

(A)

EPISODE # 1025-189

Production :

1025/189

1025/189



# ADVENTURE TIME



Sc. 159 cont Pnl. B

Bg.

day night



Sc. 159 cont Pnl. C

Bg.

Page 201  
day night



Dialog:

PB : EUUU GHHH... [GROAN]

Action:

- BENDS HER HEAD BACK  
+ LOWERS PRONE OFFS

- FLOPS HER HEAD FORWARD

JUN 30 2014

Timing:

EPISODE# 1025-189

1025/189

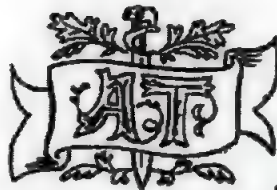
Production :

1025/189

Hu  
Cul

140  
CUT

# ADVENTURE TIME

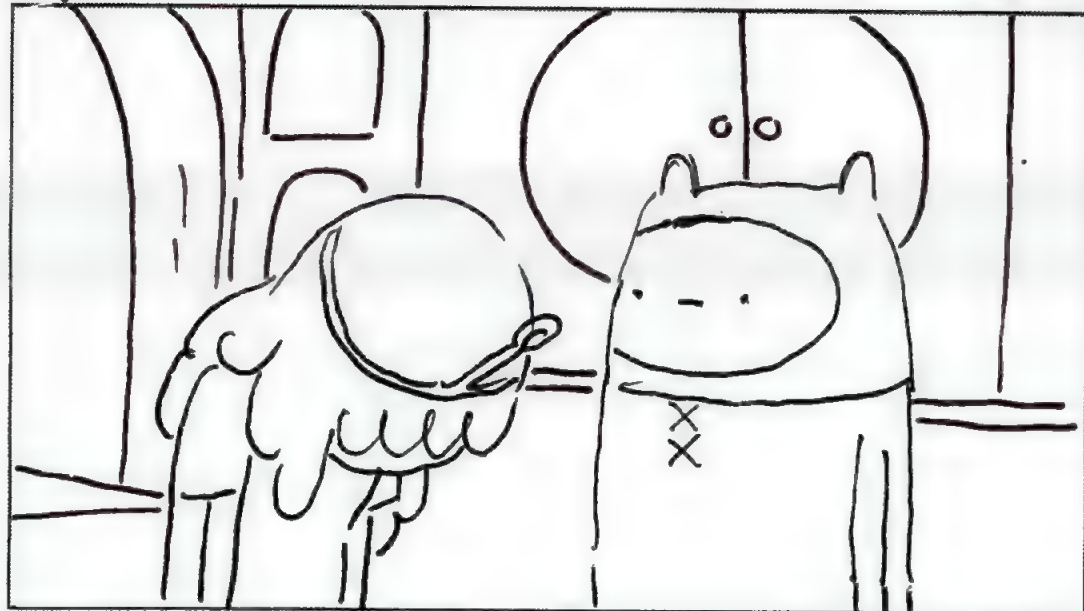


Sc. 160

Pnl. A

Bg.

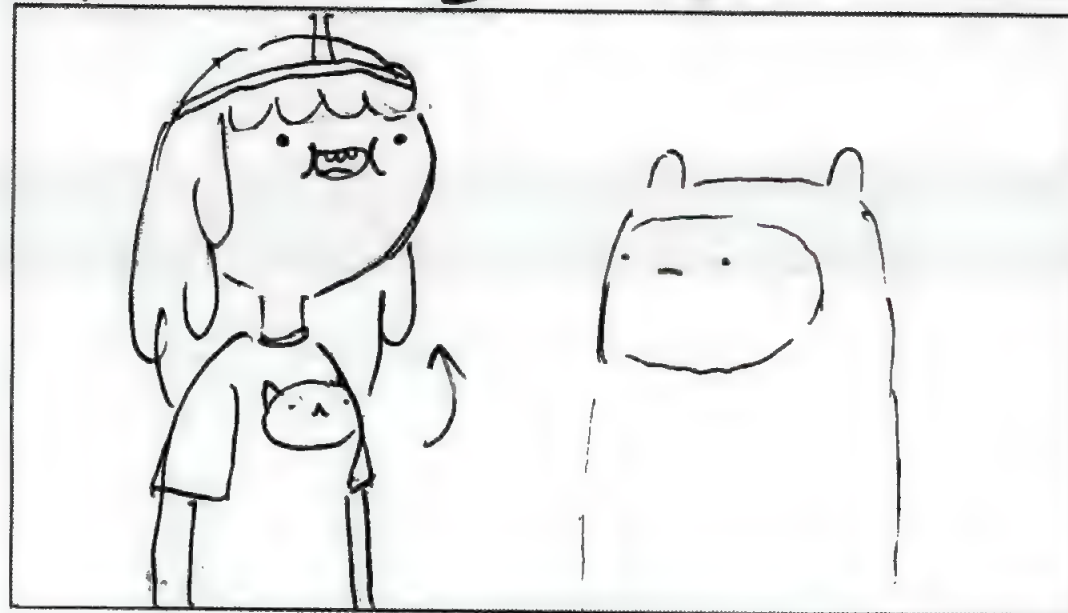
day night



Sc. 160 CONT Pnl. B

Bg.

Page 202  
day night



Dialog:

PB : I'LL WORRY ABOUT IT LATER.

Action:

- STRAIGHTENS SUDDENLY

JUN 30 2014

Timing:

EPISODE # 1025-189

Production :

1025/189

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1025/189

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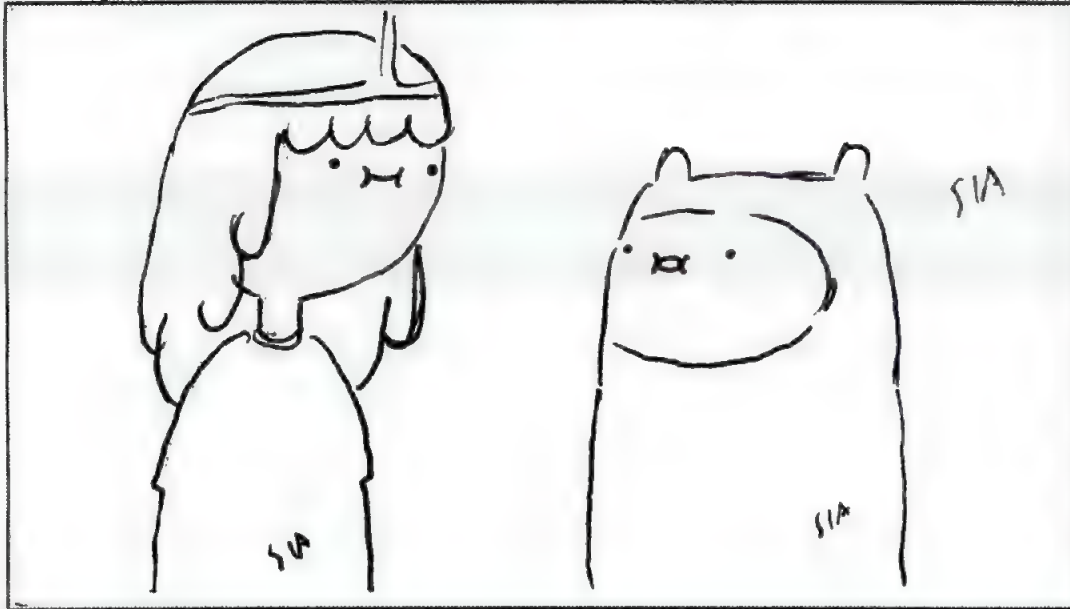
# ADVENTURE TIME



Sc. 160 CONT Pnl. C

Bg.

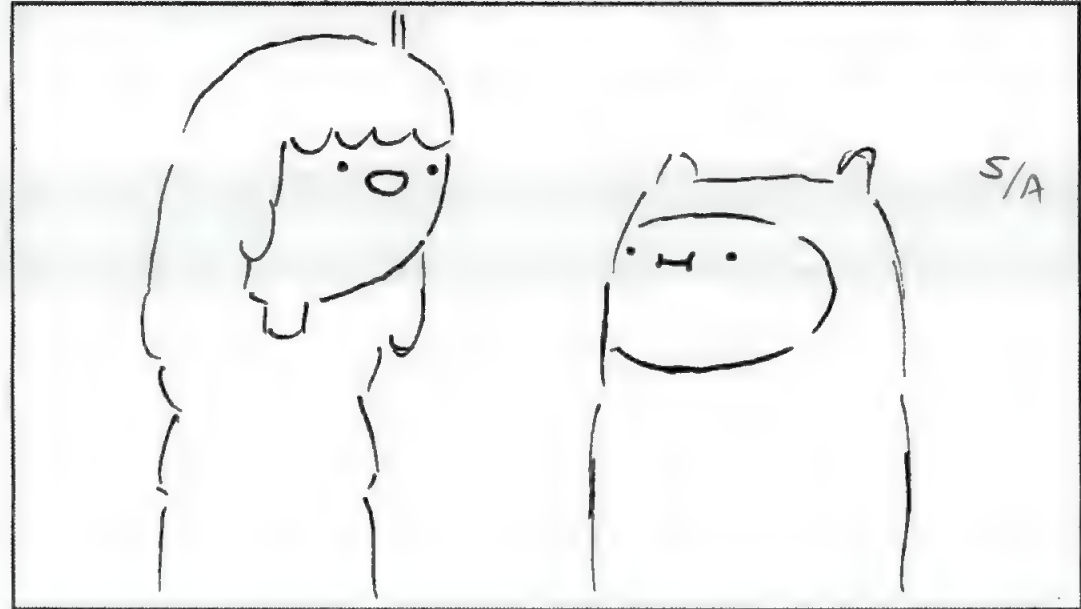
day night



Sc. 160 CONT Pnl. D

Bg.

Page 203  
day night



Dialog:

B: OH.

PB: WANNA SEE MY BURRITO ROOM?

Action:

JUN 30 2014

Timing:

EPISODE # 1025-109

Production :

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1025/189



1025/189

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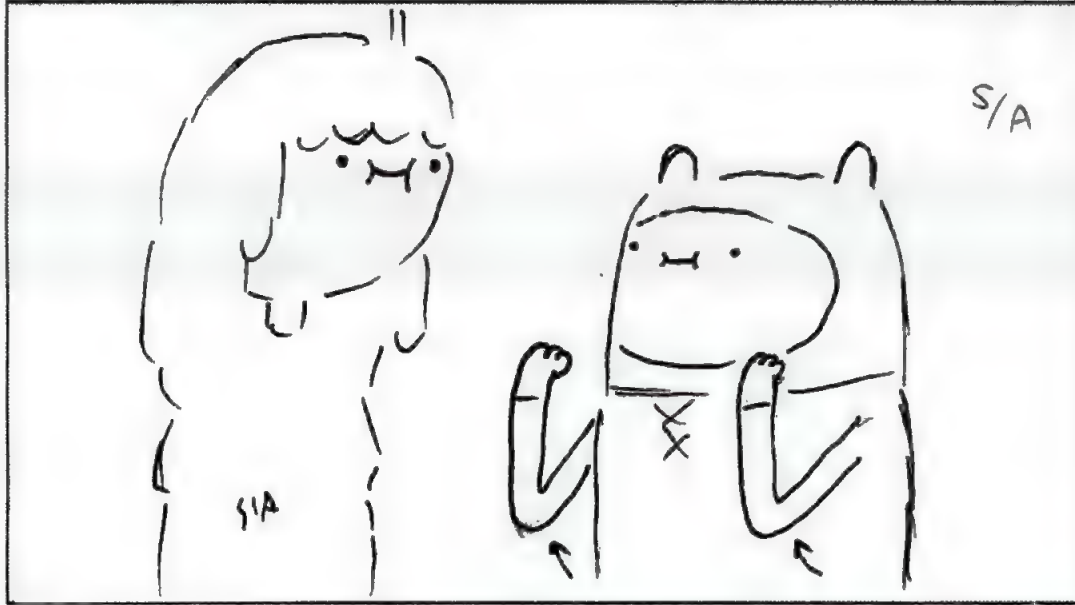
# ADVENTURE TIME



Sc. 160 cont Pnl. E

Bg.

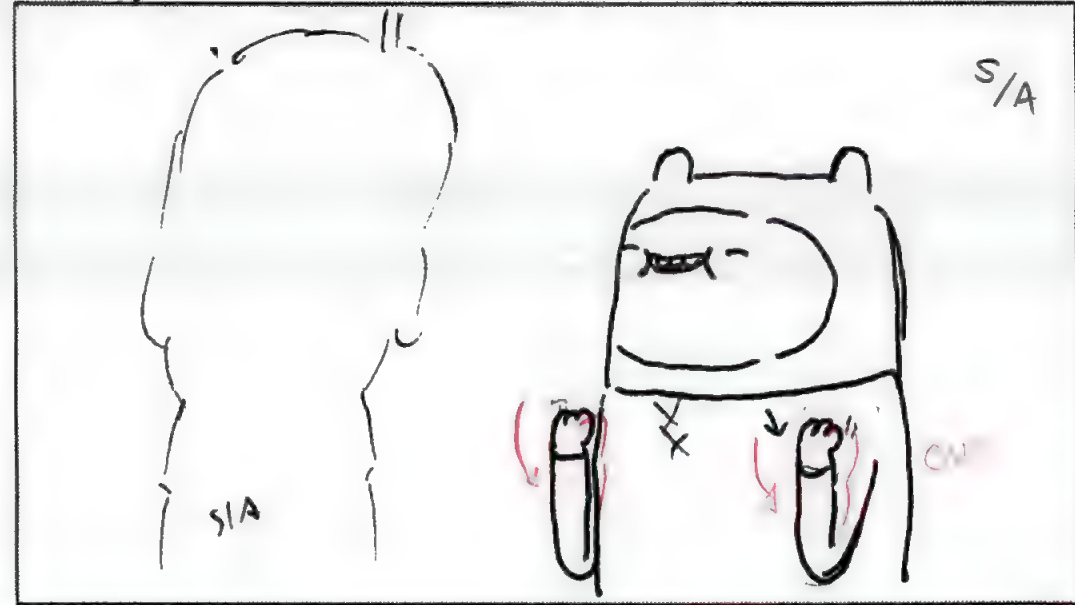
day night



Sc. 160 cont Pnl. F

Bg.

Page 204  
day night



Cut  
w/ wipe  
to post

Dialog:

F: YUSSSS

Action:

- F. PUMPS FISTS.

Timing:

JUN 30 2014

EPISODE # 1025-189

Production :

1025/189

1025/189

# ADVENTURE TIME



140  
cut

Page 205  
205A NEXT

Sc. 161

Pnl.

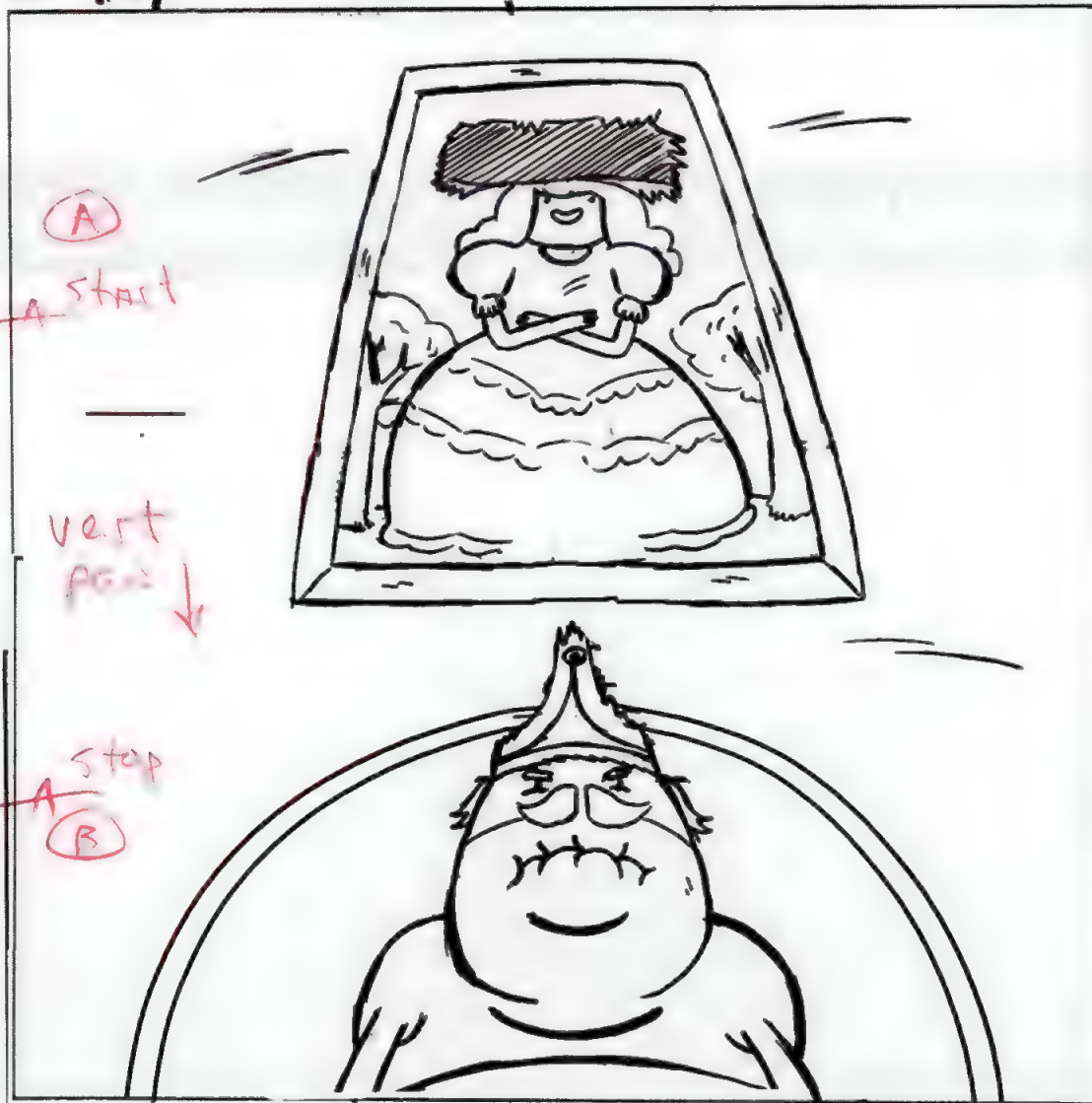
Bg.

day night

Sc. 162

Pnl. A

Bg.



CCC : BRING THEM FORWARD...  
SFX : \* STATELY OMINOUS MUSIC \*

-Colonel Candy Corn wears crown section of painting as a crown.  
-CAPTURED CANDY PEOPLE ARE BROUGHT FORWARD.



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EPISODE #

1025/189

Production :

1025/189

# ADVENTURE TIME

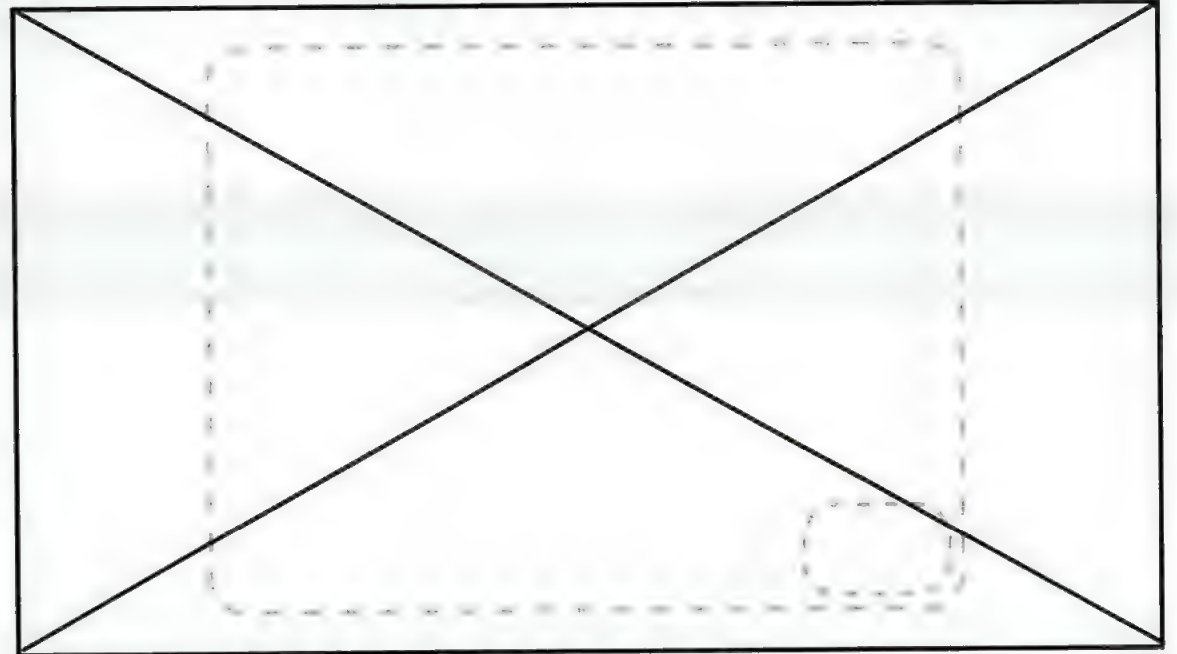
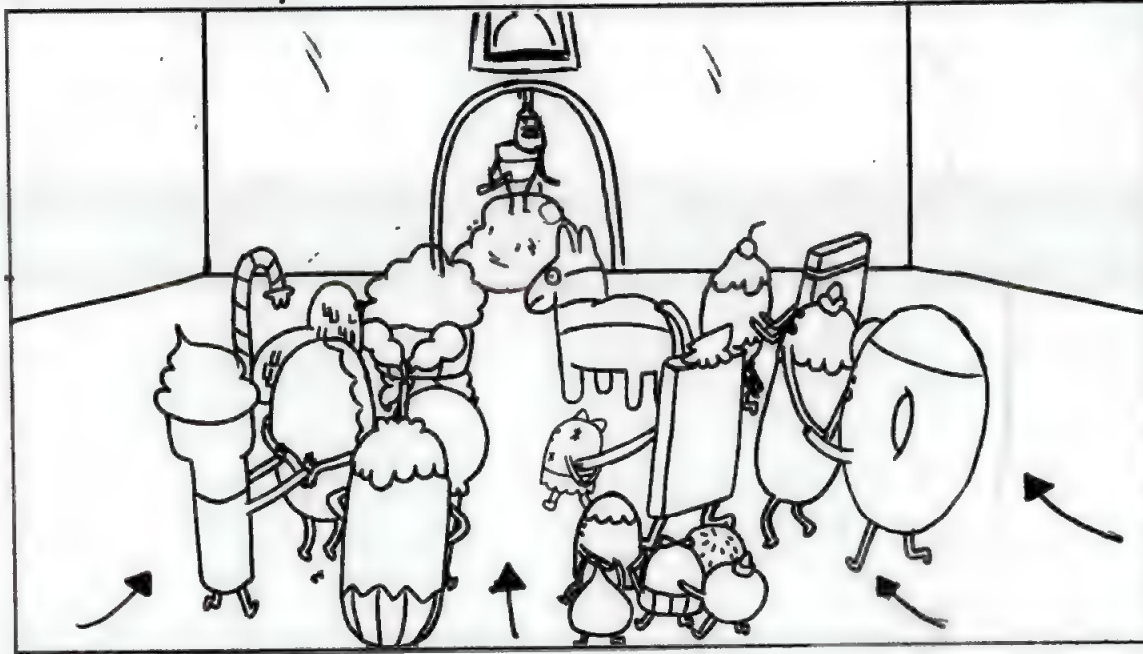


Page 205A

*JOEY NEXT*  
day night

Sc. 162 *CONT* Pnl. B Bg. day night

Sc. Pnl. Bg. day night



Dialog:

SFX: \* STATELY OMINOUS MUSIC \*

Action:

- CAPTURED CANDY PEOPLE ARE BROUGHT FORWARD.

JUN 30 2014

Timing:

EPISODE # 1025-189

1025/189

Production:

1025/189



# ADVENTURE TIME



HU  
Cust

Sc. 162 CONT Pnl. C

Bg.

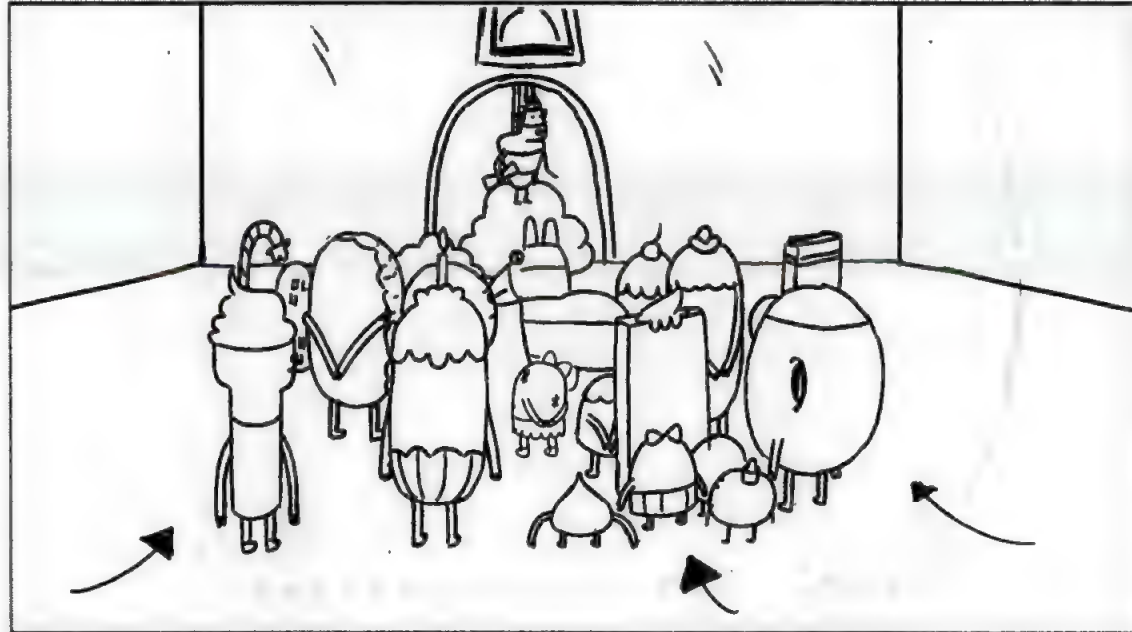
day night

Sc. 163

Pnl. A

Bg.

Page 706  
day night



Dialog:

Colonel Candy Corn: This is a brutal  
new society.

Action:

Timing:

JUN 30 2014

Production :

EPISODE #

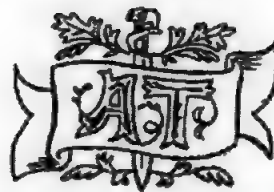
1025-189

1025/189

1025/189

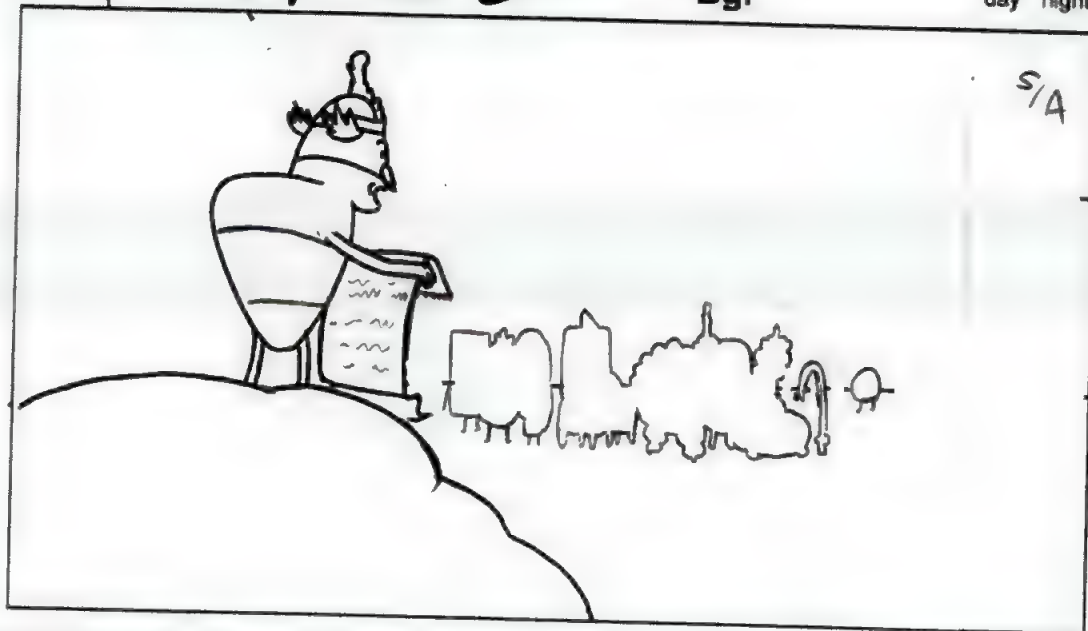
1025/189

# ADVENTURE TIME



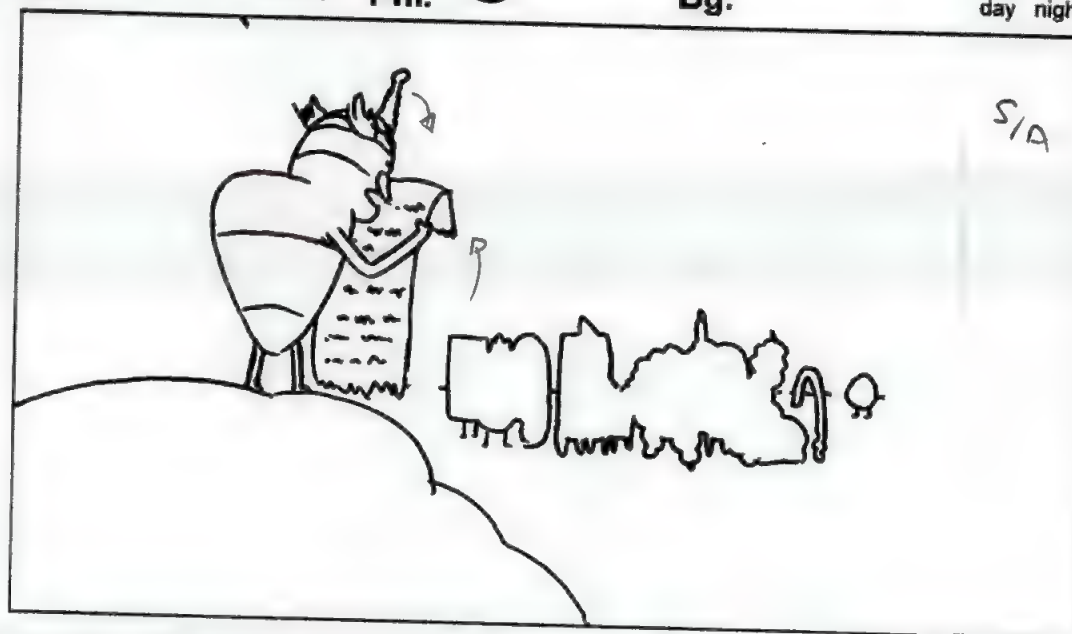
Sc. 163 *CONT* Pnl. **B** Bg.

day night



Sc. 163 *CONT* Pnl. **C** Bg.

Page **207**  
day night



Dialog: CCC: For a society to

CCC: FUNCTION IT NEEDS RULES

Action:

Timing:



JUN 30 2014

1025-189

EPISODE #

1025/189

Production :

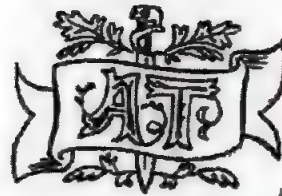
1025/189

*the cut*

1025/189

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# ADVENTURE TIME

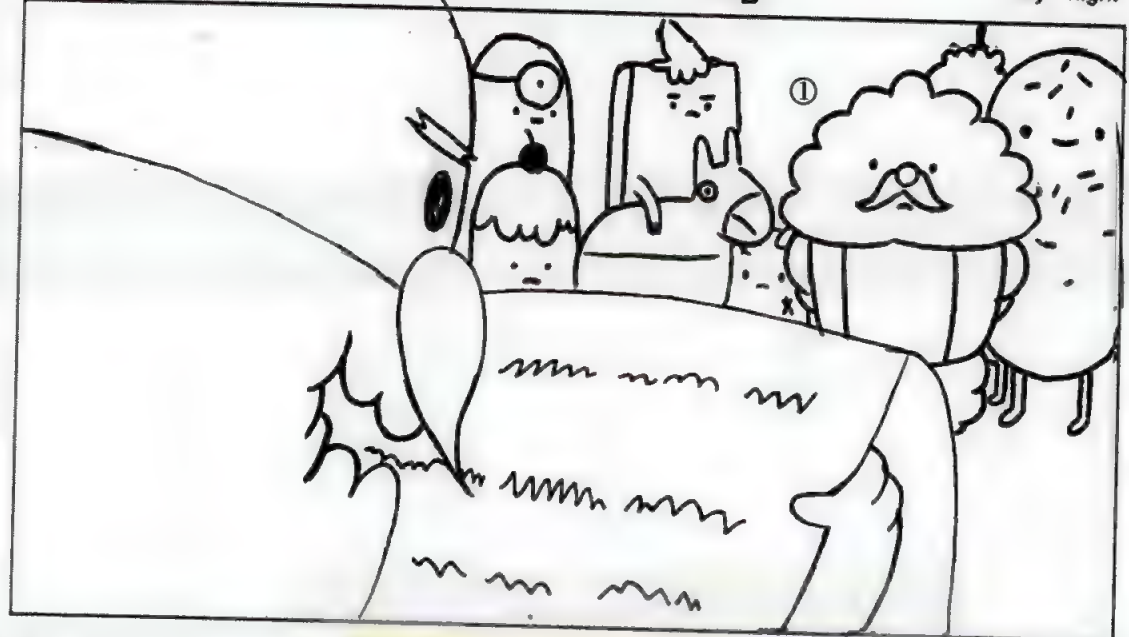


Sc. 164

Pnl. A

Bg.

day night

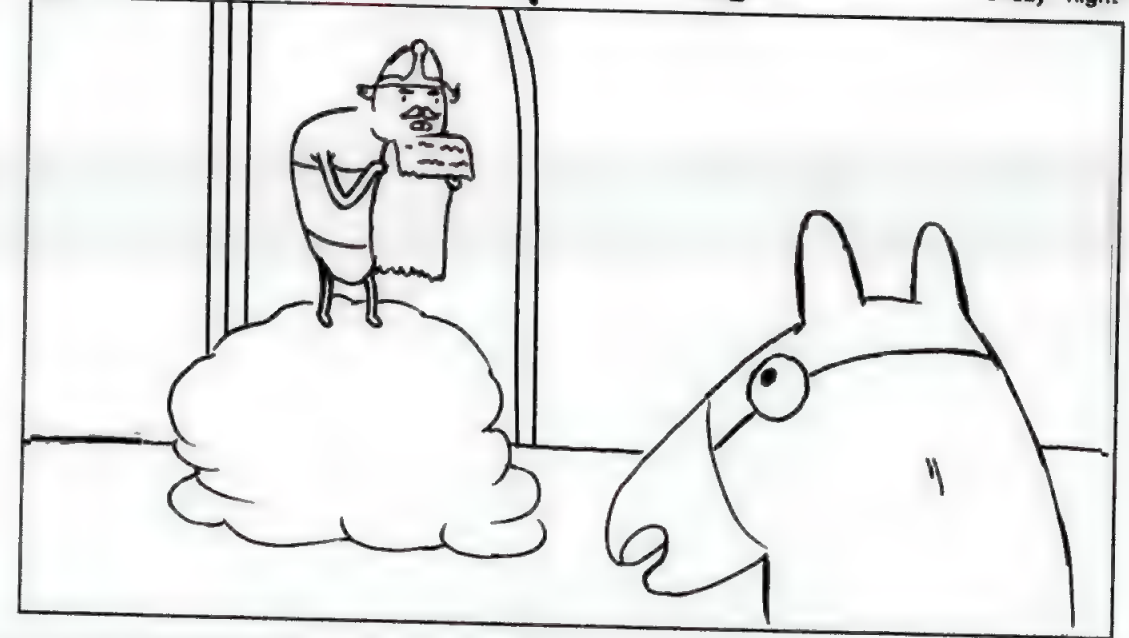


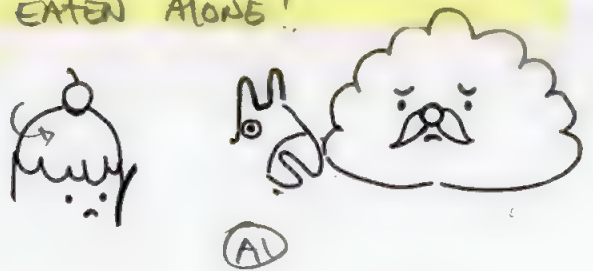
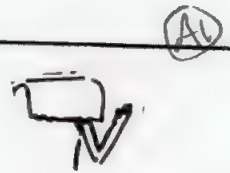
Sc. 165

Pnl. A

Bg.

Page 208  
208A NEXT  
day night



Dialog:	<u>CCC:</u> one! you must drink tea with you pizza. only	<u>CCC:</u> three, if pizza is found in a field, you must make the next person you see holding a glass of milk eat it.
Action:	TWO! Pizza can only be EATEN ALONE!	
Timing:		

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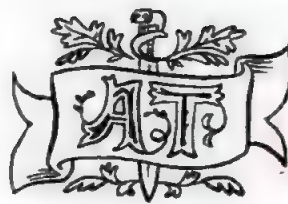
1025/189

Production :

1025/189



# ADVENTURE TIME



Sc. 165 *CONT*

Pnl. B

Bg.

day night

Sc.

*1/10 Cont*

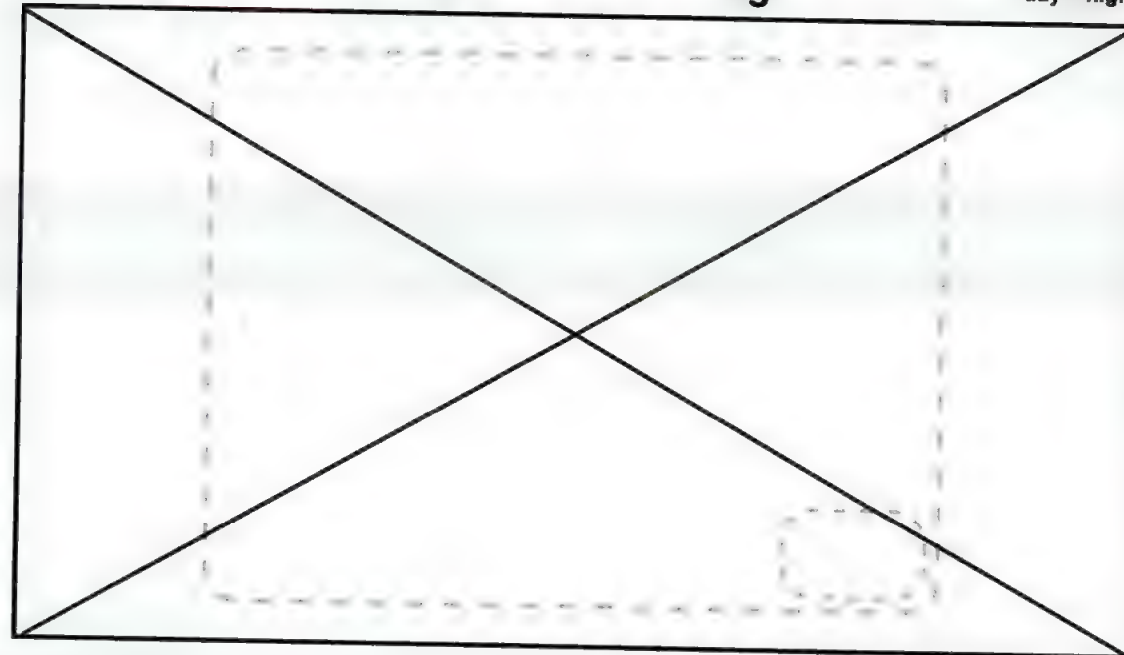
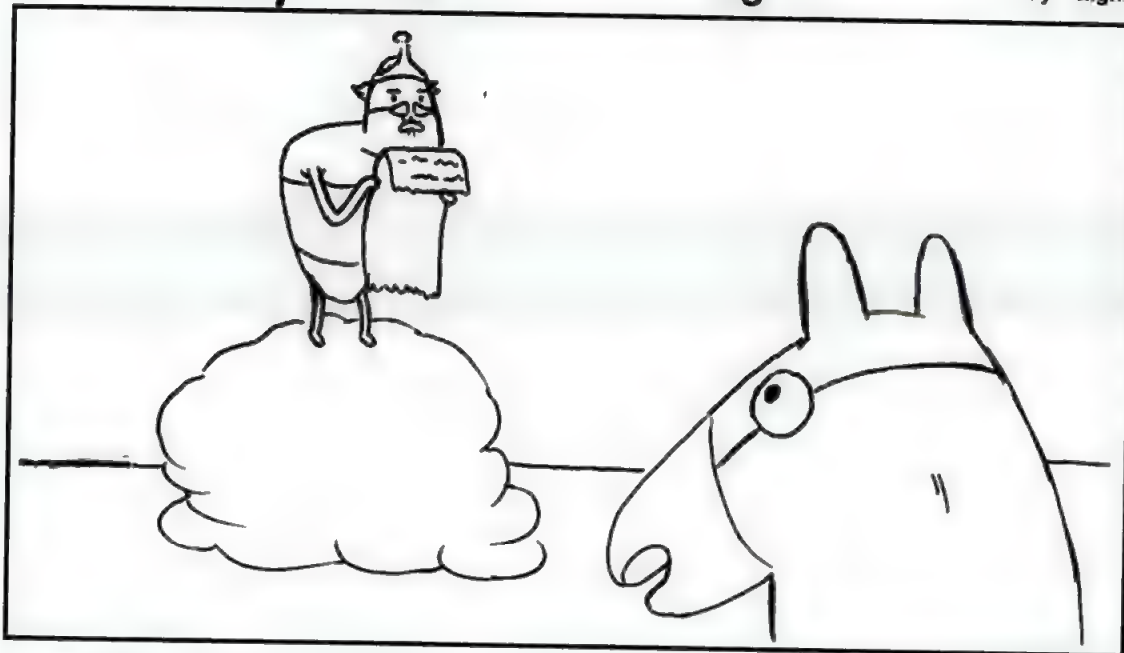
Pnl.

Bg.

Page 208A

day night

*209 next*



Dialog:

Action:

Timing:

(B)



JUN 30 2011

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Production:

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1025/189

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1025/189

Ho cut

# ADVENTURE TIME

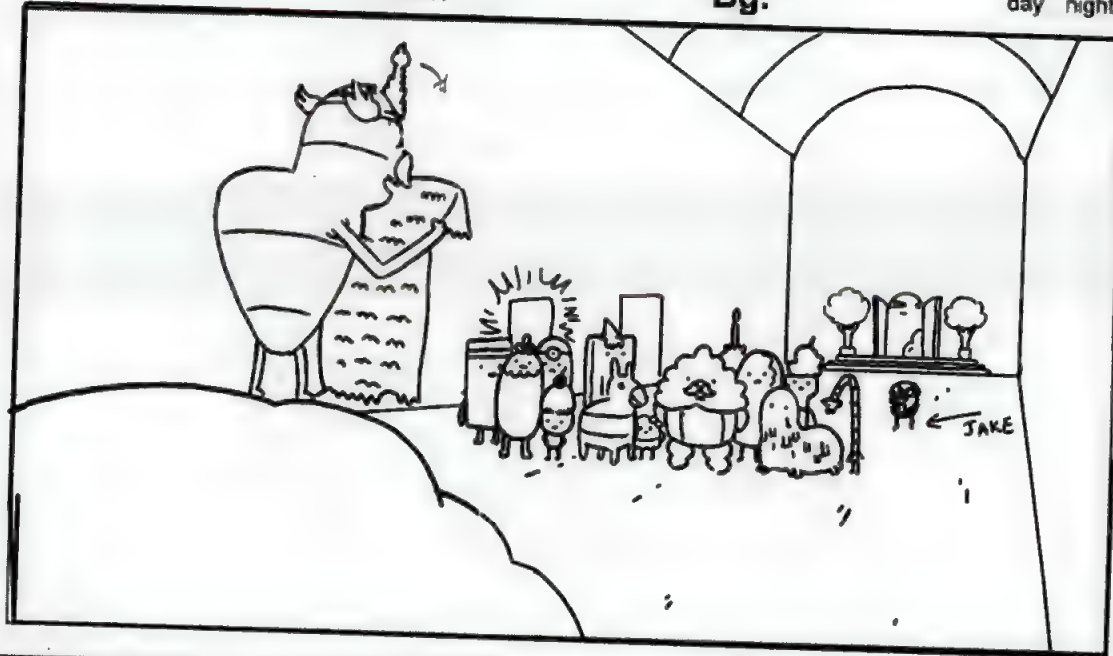


Sc. 166

Pnl. A

Bg.

day night



Sc. 166

CONT Pnl. B

Bg.

day night



Dialog:

Crunchy/ Sire! I must congratulate you on becoming Princess.

CCC: Thank you.

Action:

-CRUNCHY RUNS ON/S.



(A)

Timing:

JUN 30 2014

Production :

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1025/189

1025/189

# ADVENTURE TIME

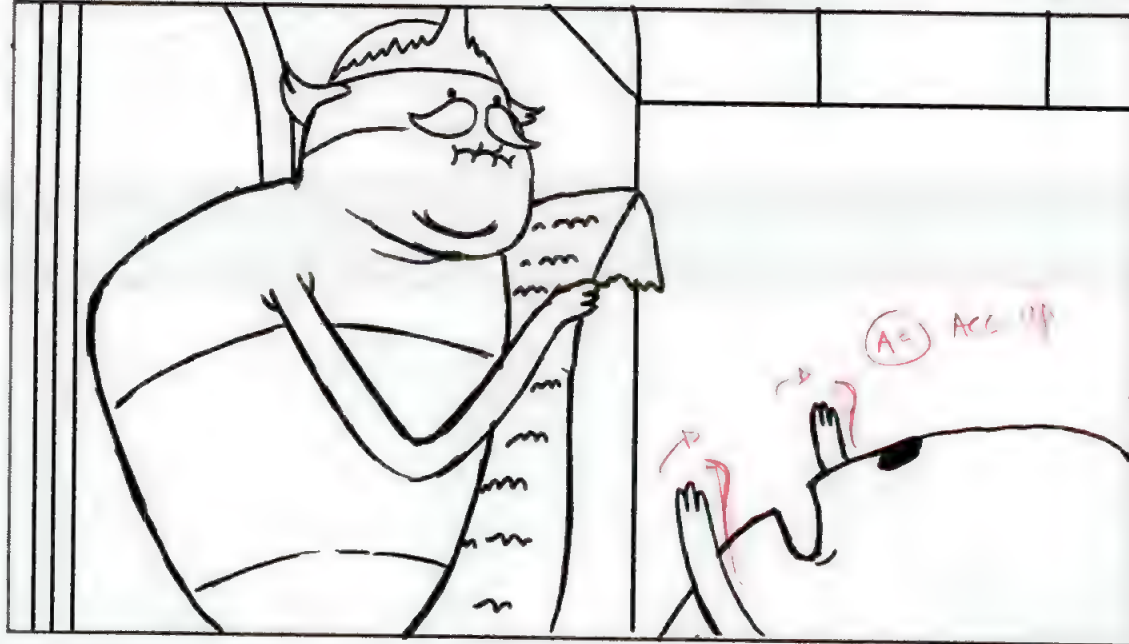


Sc. 167

Pnl. A

Bg.

day night



Sc. 167 cont Pnl. B

Bg.

day night



Dialog:

Crunchy: Is there anything I  
can do or get for you...

ccc: Anything?...

Action:

Timing:



JUN 30 2014

EPISODE # 1025-189

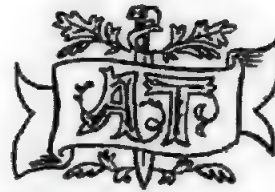
1025/189

Production :

1025/189



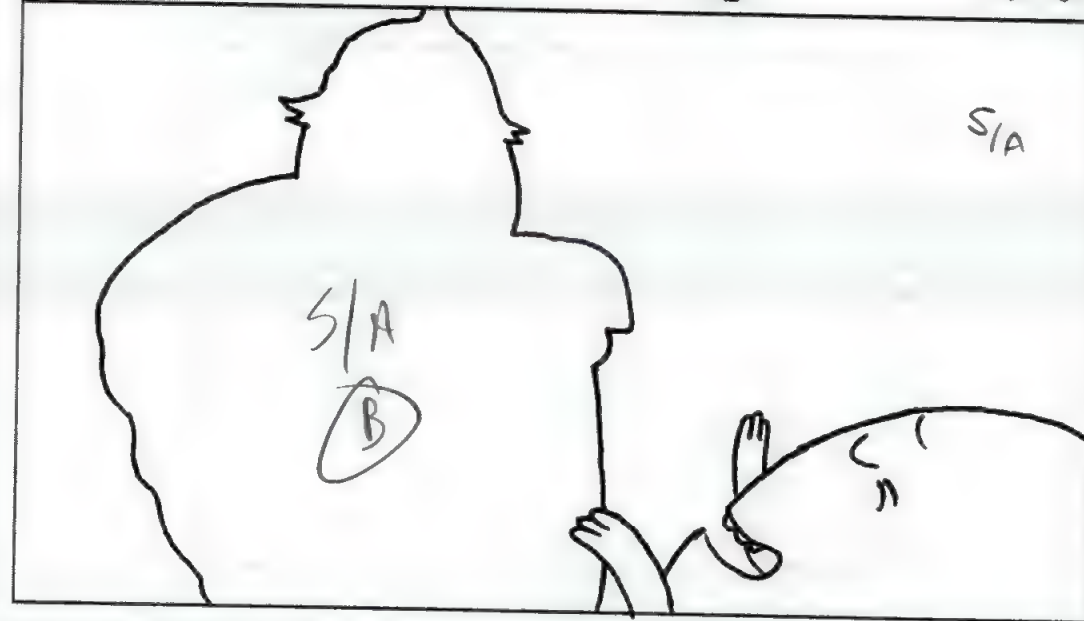
# ADVENTURE TIME



Sc. 167 *cont* Pnl. C

Bg.

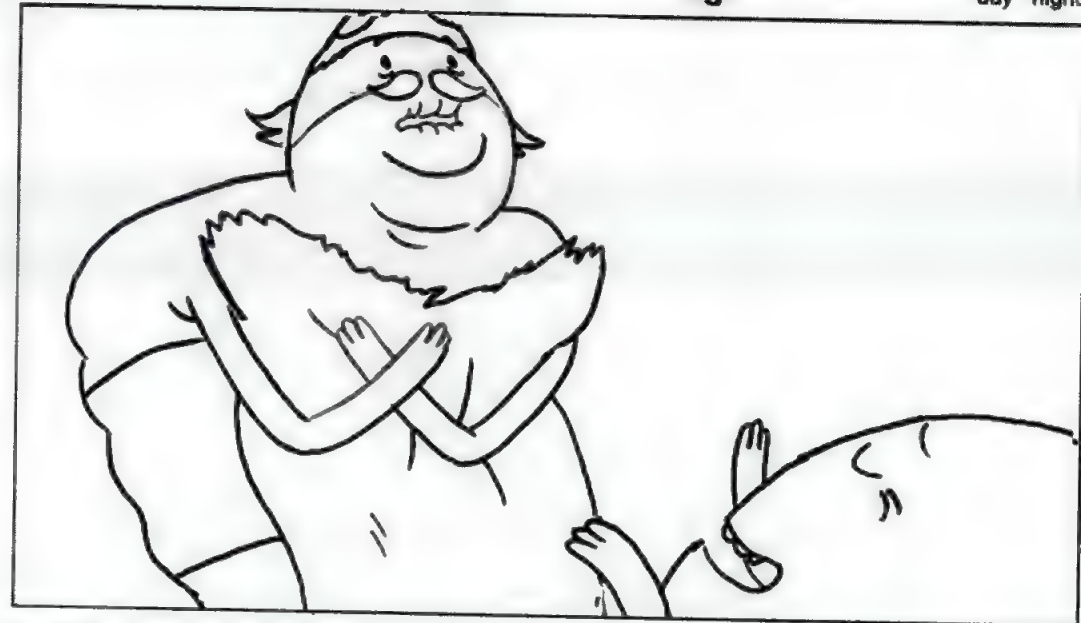
day night



Sc. 167 *cont* Pnl. D

Bg.

day night



Dialog:

Crunchy: Anything!

ccc: Anything???

Action:

ccc thinking.

Timing:

JUN 30 2014

1025-189

EPISODE #

1025/189

Production :

1025/189

# ADVENTURE TIME



NO SC  
168

Sc. 167 CONT Pnl. E

Bg.

day night



Sc. 167 CONT Pnl. F

Bg.

day night



Dialog:

Crunchy: Anything...

CCC: Could you perhaps --

Action:

Timing:

JUN 30 2014

Handwritten in red: *cut*

1025-189

EPISODE #

1025/189

Production :

1025/189

ADVENTURE TIME



Page 213

Sc. Pnl. Bg. day night

Sc. 169 Pnl. A Bg. day night

Dialog:

CCC: -- procure a pizza.

Action:

Timing:

JUN 30 2014

EPISODE # 1025-189

Production :

1025/189

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1025/189

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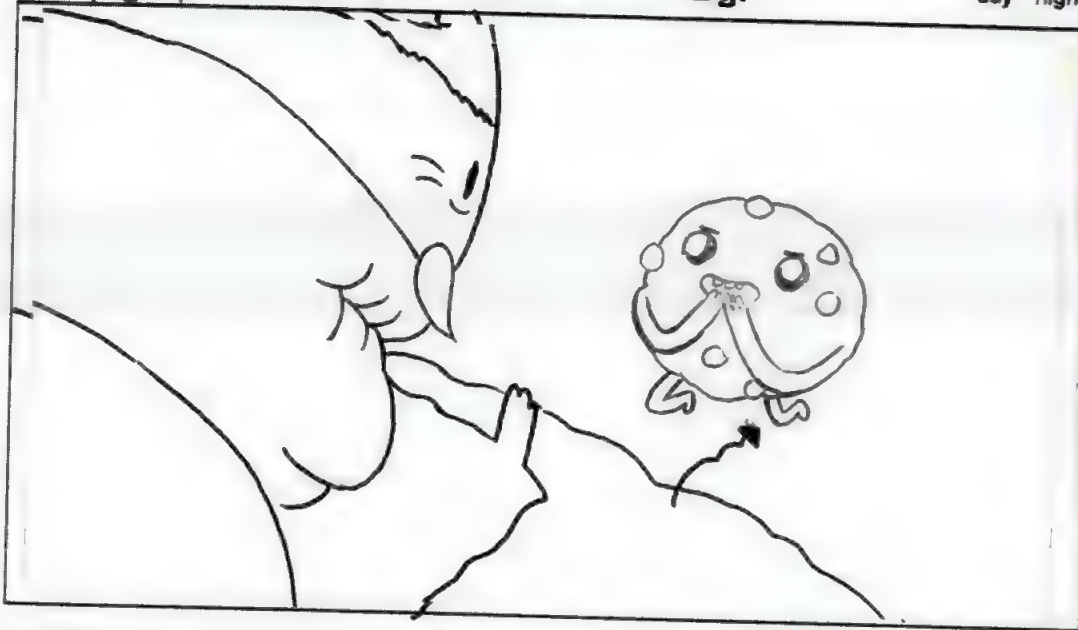
# ADVENTURE TIME



Sc. 169 CONT Pnl. B

Bg.

day night



Sc. 169 CONT Pnl. C

Bg.

day night



Dialog:

Crunchy: Yes...



Action:

- CRUNCHY BACKS OFF/S

JUN 30 2014

Timing:

1025-189  
Cut

1025-189

EPISODE #

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Production :

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1025/189

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# ADVENTURE TIME



Ho Cut

Sc. Pnl. Bg. day night

Sc. 170 Pnl. A Bg. day night

Ho Cut

Dialog:

Action:

Timing:

JUN 30 2014

J: MAN, THIS IS INTENSE --

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Production :

1025/189

1025/189

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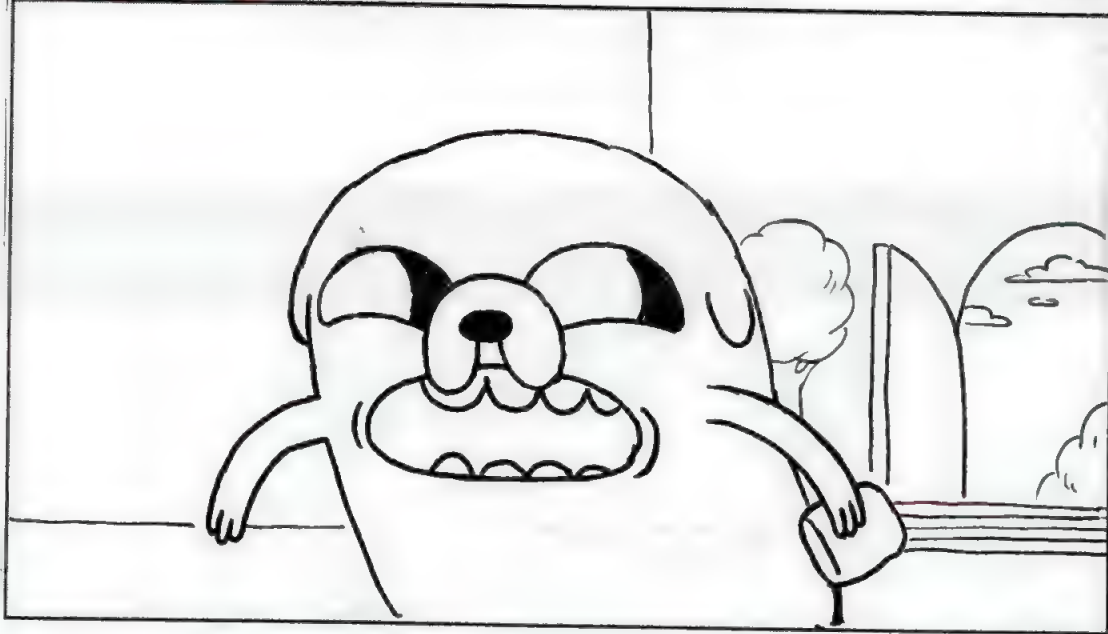
1025/189

HU  
cut

# ADVENTURE TIME

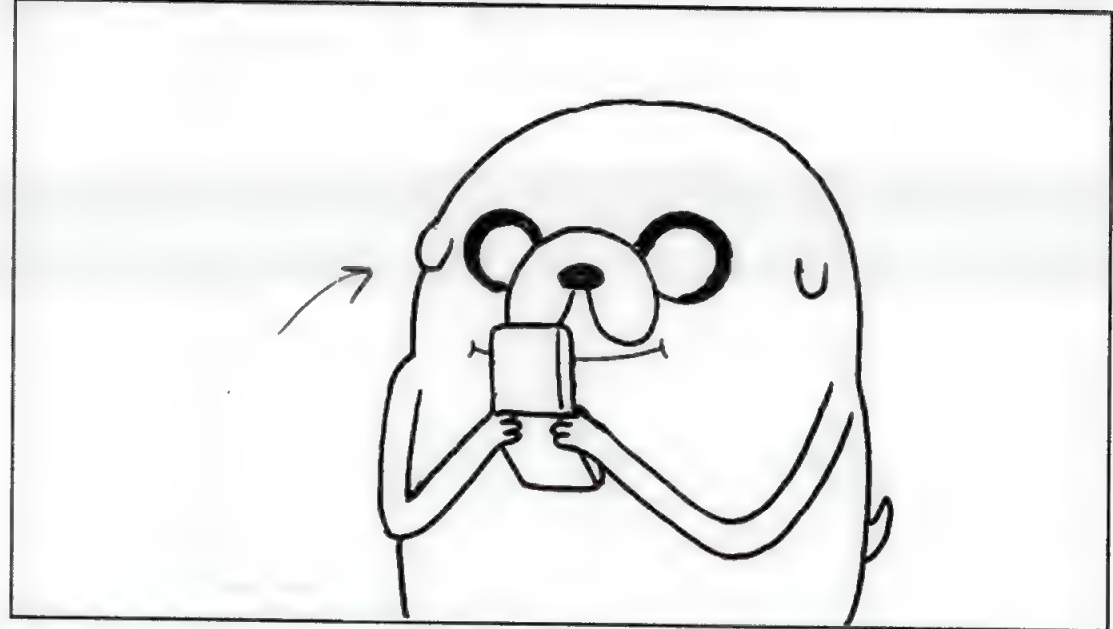


Sc. 171 Pnl. A Bg. day night



Sc. 171 CONT Pnl. B Bg. day night

Page 216  
NO POST  
HU  
cut



Dialog:
<u>J</u> : I BETTER DO SOMETHING! ...
Action:
Timing:

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EPISODE #

1025/189

Production :

1025/189



Hu  
Cut

# ADVENTURE TIME

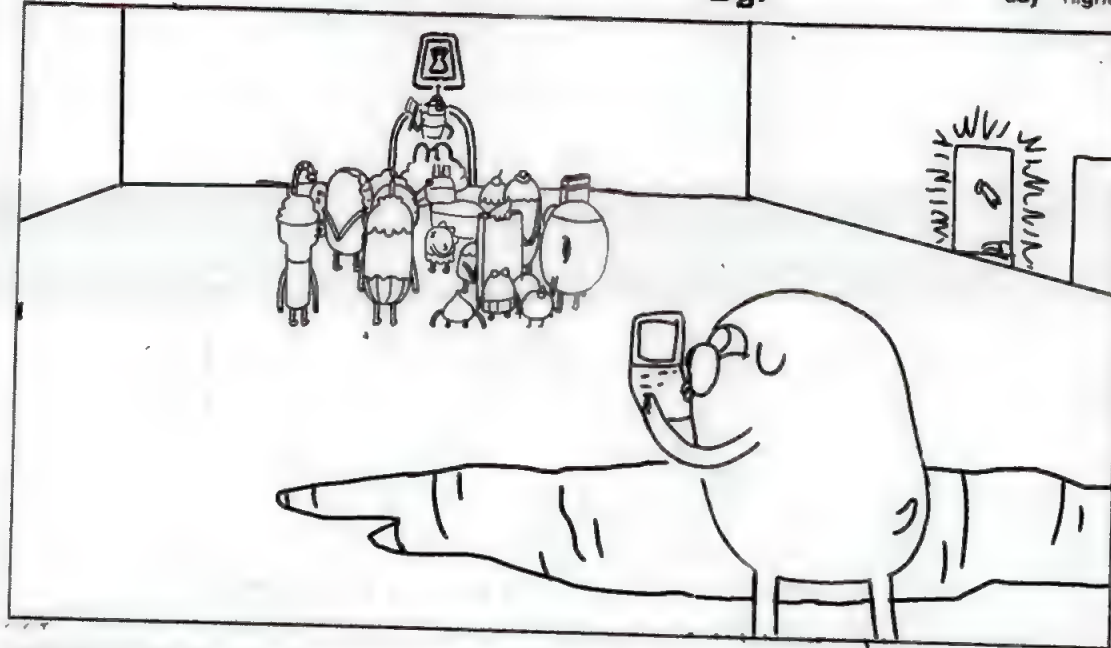


Sc. 172

Pnl. A

Bg.

day night



Sc. 172 CONT Pnl. B

Bg.

Page 218

day night

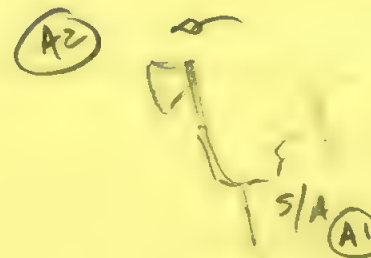


Dialog:

Sfx: \*SHUTTER\*

Action: - CCC raises axe.  
- J. STARTS TAKING PICS OF HIMSELF

Timing:



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1025/189

Production :

# ADVENTURE TIME



NO  
SC  
173

Sc. 172 *CONT*

Pnl. C

Bg.

day night

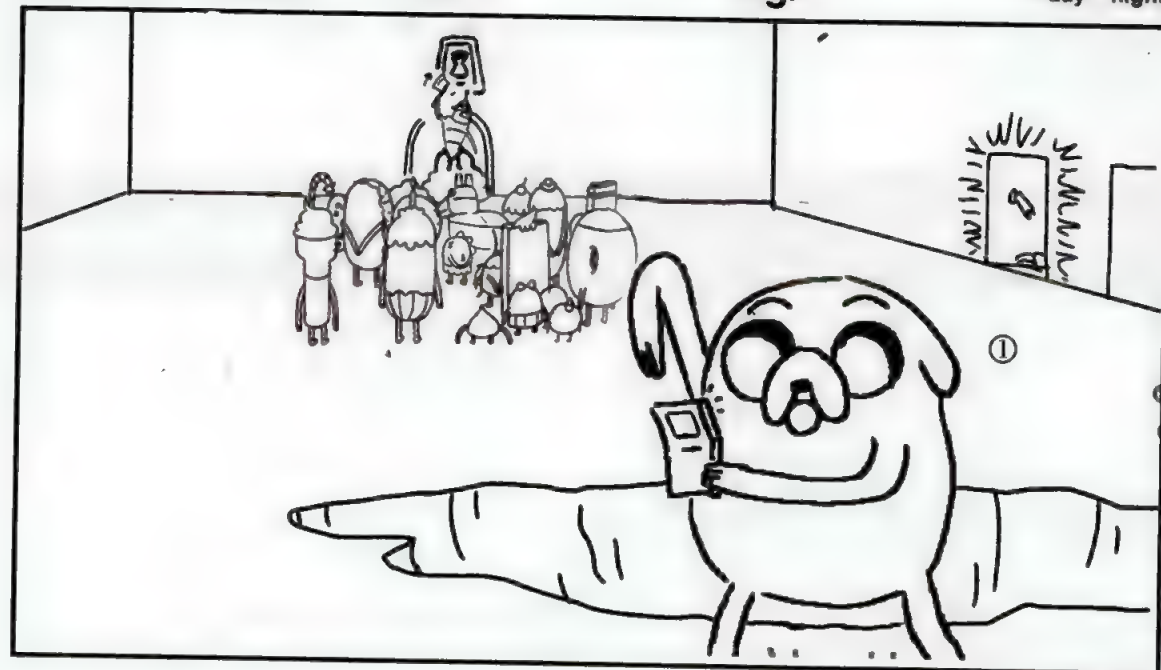
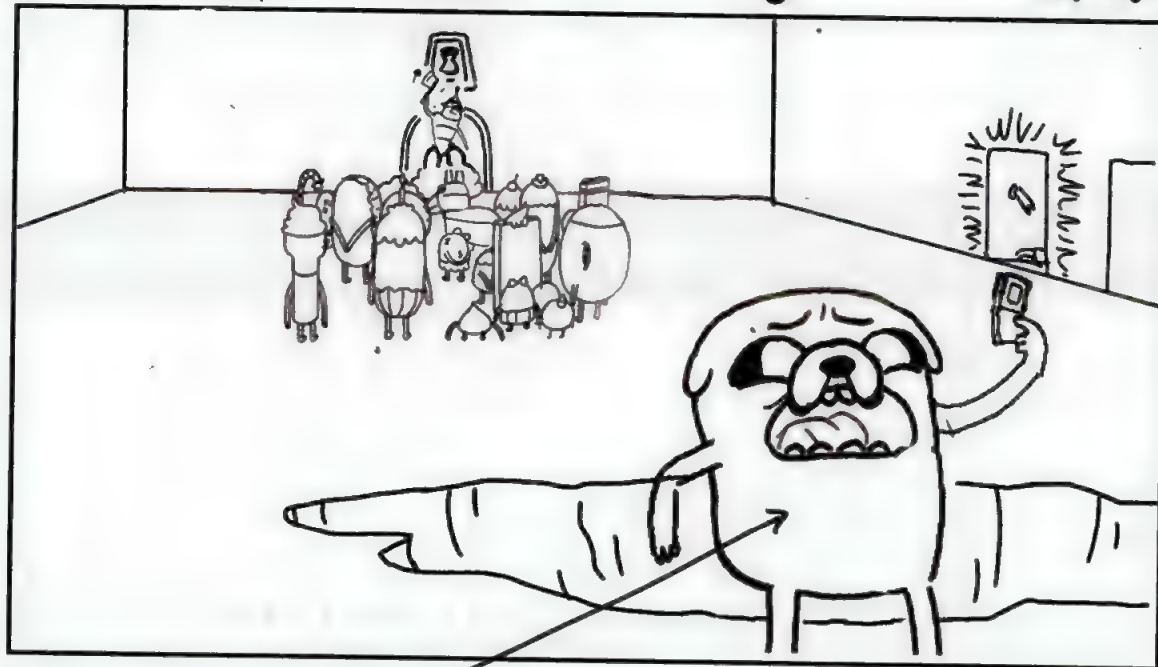
Sc. 172 *CONT*

Pnl. D

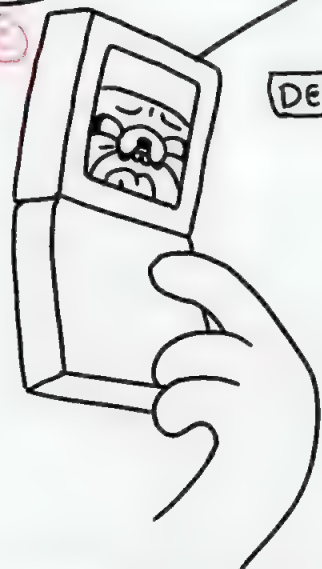
Bg.

Page 219

day night



DETAIL:



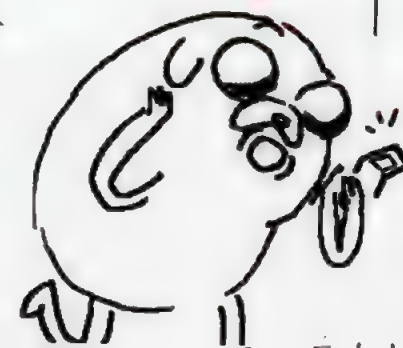
DETAIL:



DETAIL:



DETAIL:



JUN 30 2014

FLAG TO  
WHITE  
FI

DO

Production:

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1025/189

1025/189

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HW  
cut

1025/189

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# ADVENTURE TIME

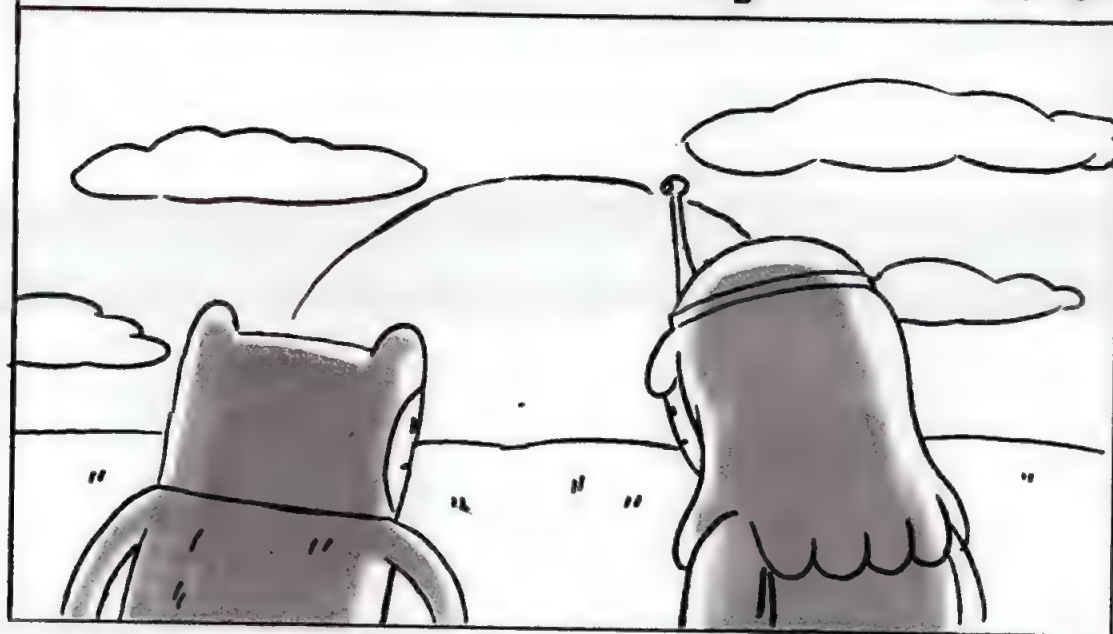


Sc. 174

Pnl. A

Bg.

day night

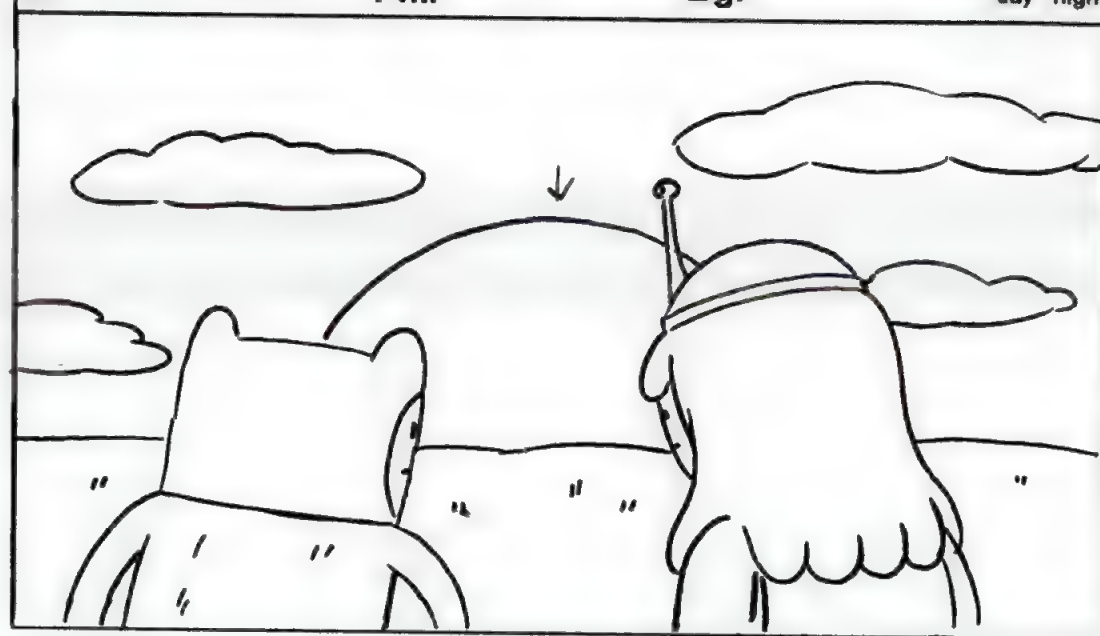


Sc. 174 *cont*

Pnl. B

Bg.

day night



Page 219A

Monday  
day night

HW  
cut

EPISODE # 1025-189

EPISODE #

1025/189

Dialog:

FADE IN  
From white Fr.

Action:

- F+ PB WATCH SUN SLOWLY SINK

JUN 30 2014

Timing:

Production :

1025/189



# ADVENTURE TIME



HW  
CUT

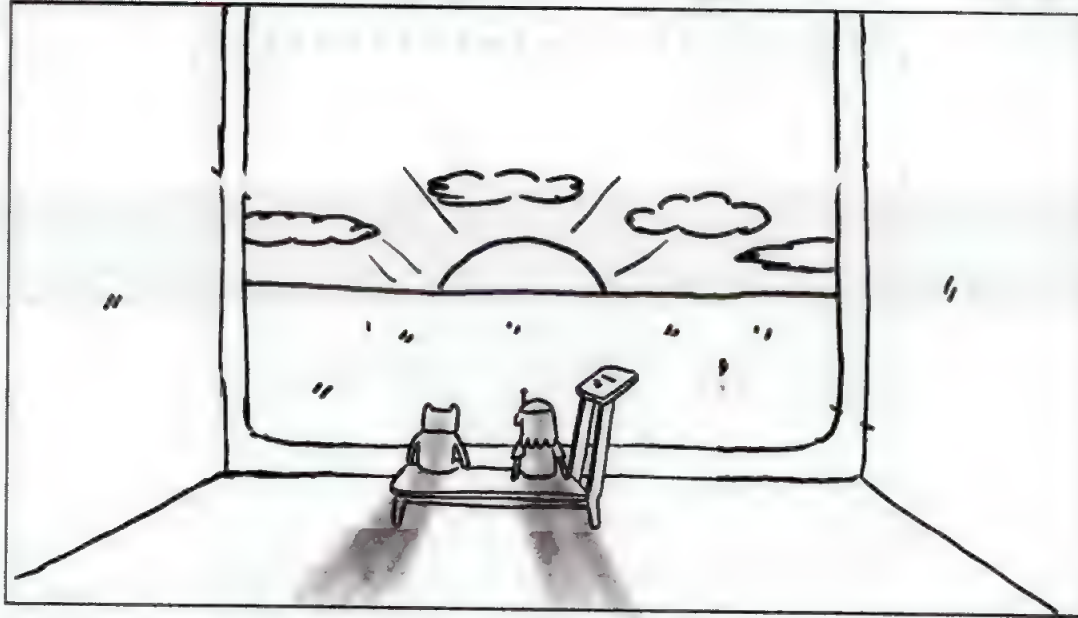
Page 220

Sc. 174A

Pnl. A

Bg.

day night

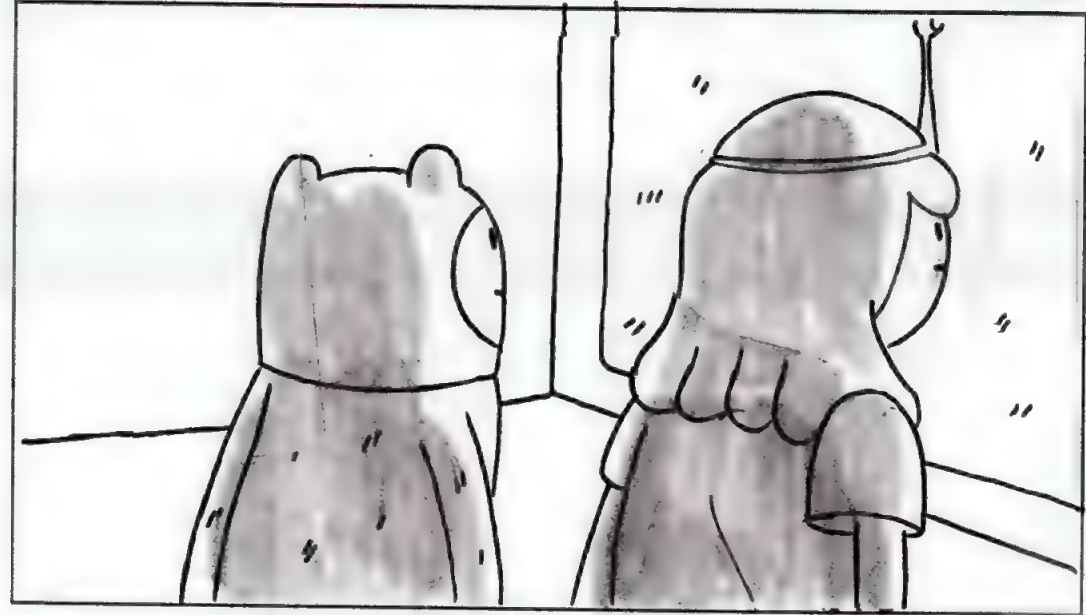


Sc. 175

Pnl. A

Bg.

day night



Dialog:

Action:

Reveal Finn + PB in thinking room,  
sitting on treadmill watching the  
sunset on a screen.

JUN 30 2014

Timing:

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Production :

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1025/189

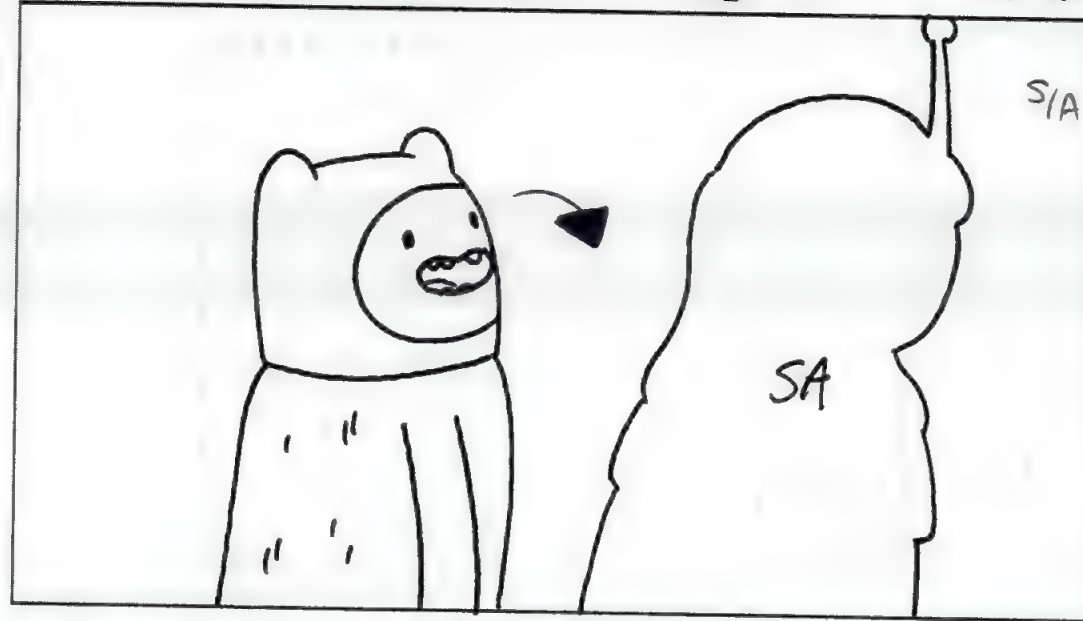
# ADVENTURE TIME



Sc. 175 *cont* Pnl. B

Bg.

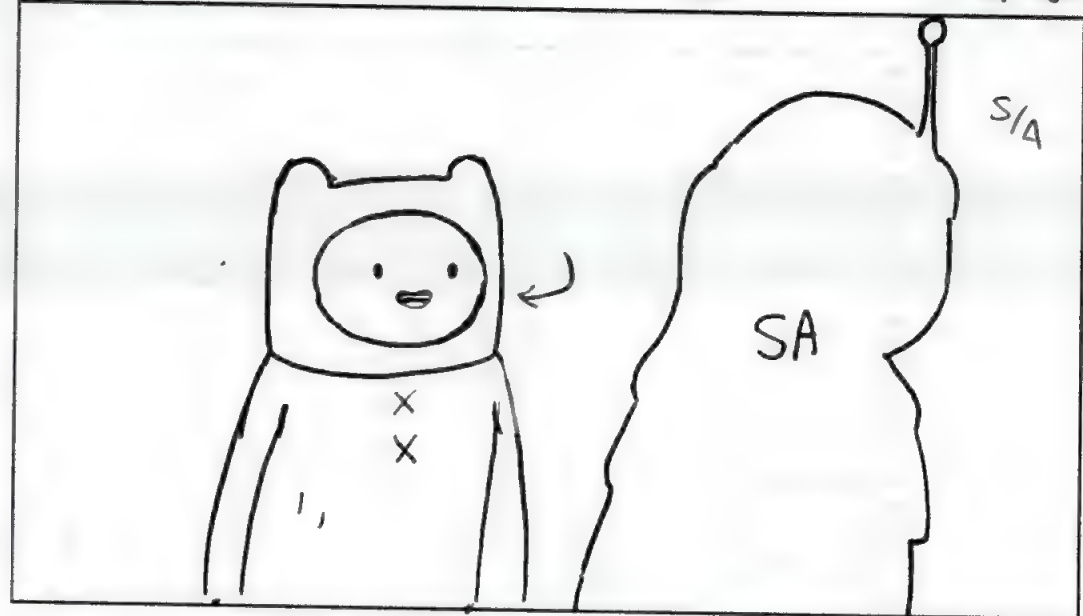
day night



Sc. 175 *cont* Pnl. C

Bg.

day night



Dialog:

F: Thanks for showing me  
around PB.

E: I'VE ENJOYED JUST--

Action:

- F. TURNS TOWARDS PB.

Timing:

JUN 30 2014



EPISODE# 1025-189

Production :

1025/189

1025/189

# ADVENTURE TIME



*Handwritten: Hu Cut*

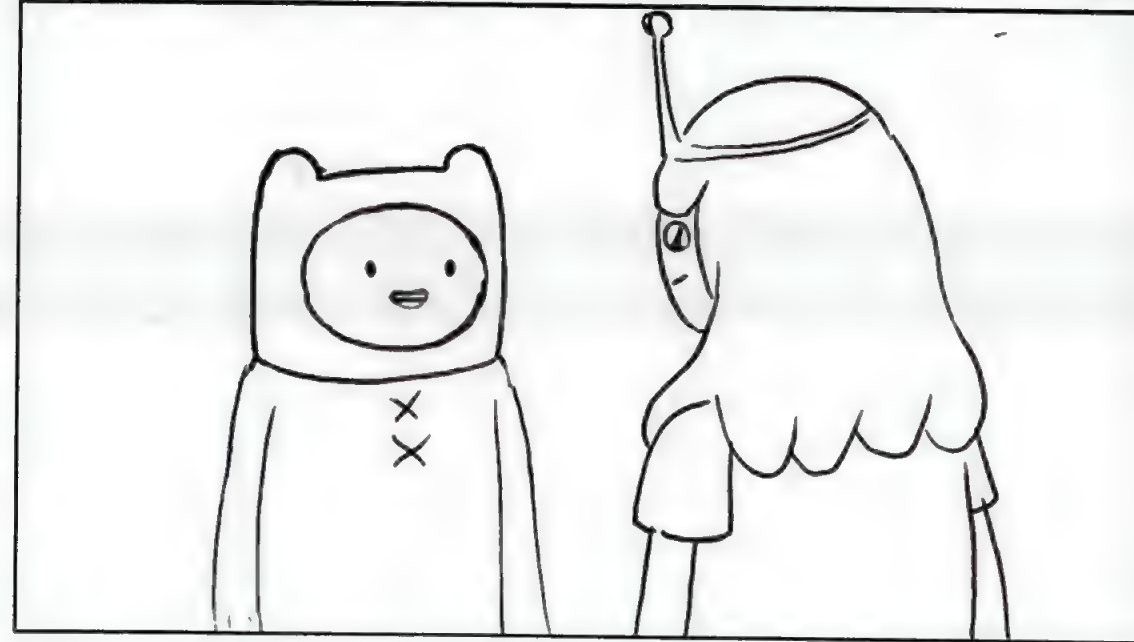
Page 227

Sc. 175 *cont*

Pnl. D

Bg.

day night

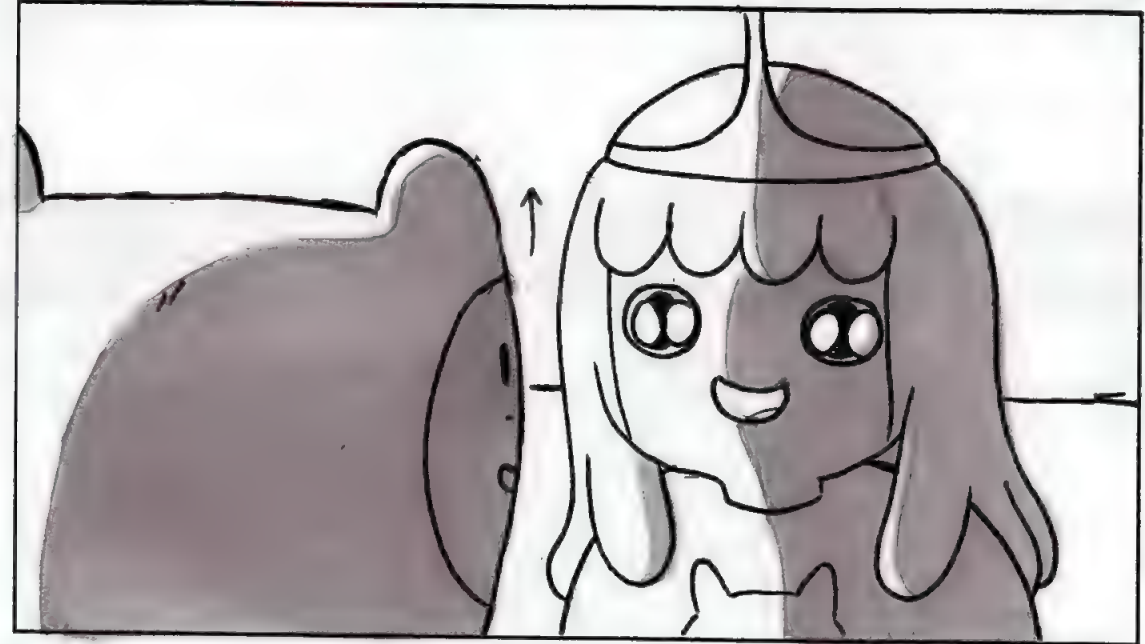


Sc. 176

Pnl. *A*

Bg.

day night



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EPISODE #

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Dialog:

*FIN*

*Just Hanging out*

*PB: Me too!*

Action:



JUN 30 2014

Timing:

Production :

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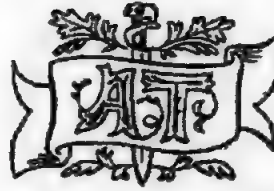
681/920



1025/189

Ho  
Out

# ADVENTURE TIME



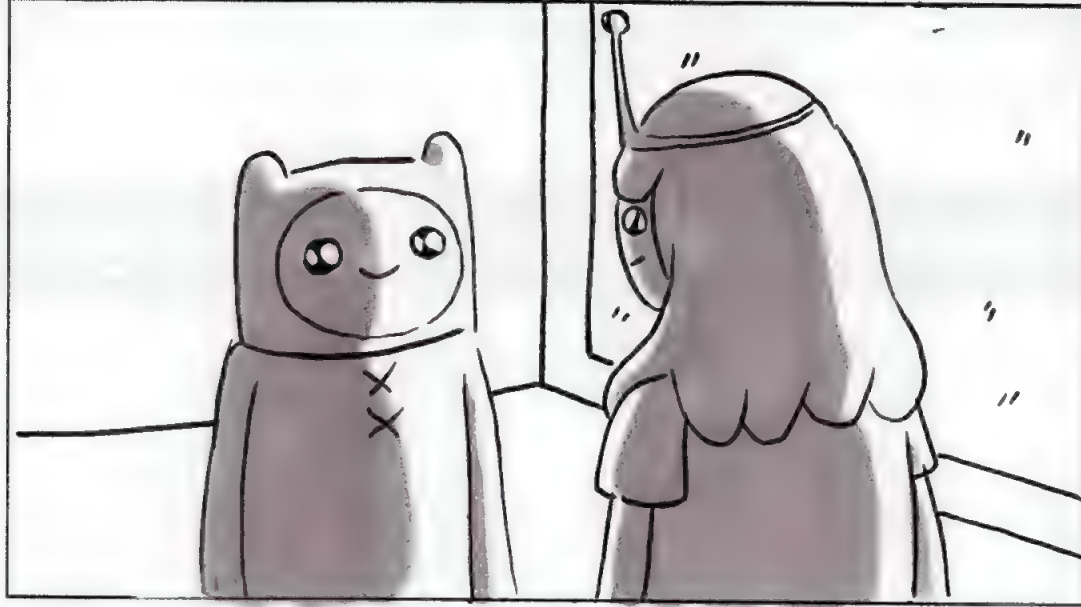
Page 22 3

Sc. 177

Pnl. A.

Bg.

day night

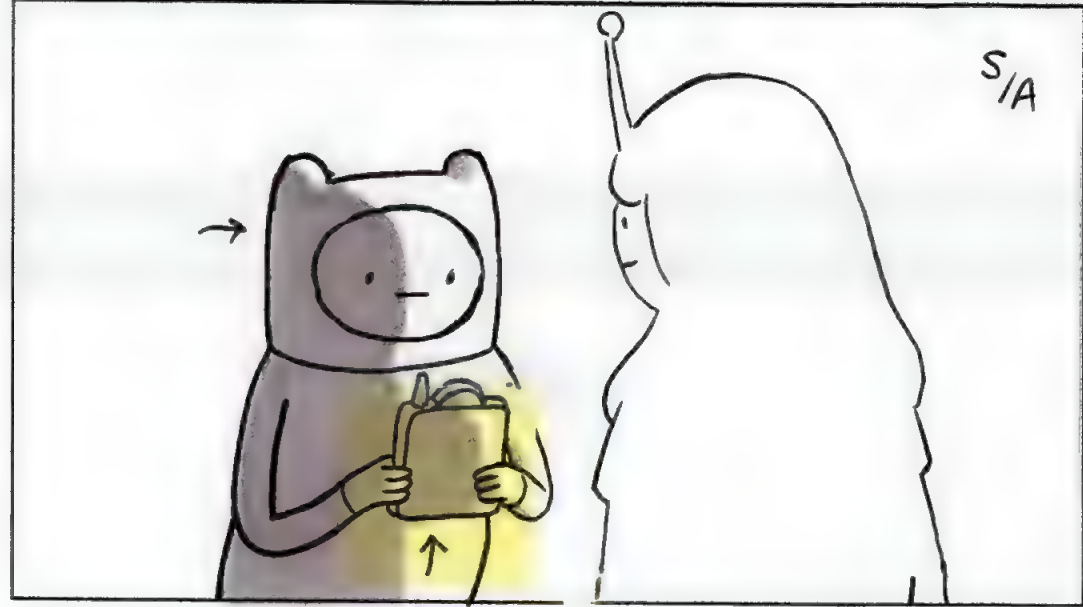


Sc. 177 CONT

Pnl. B

Bg.

day night



Dialog:

SFX \* Boop-Boop-Boop \*

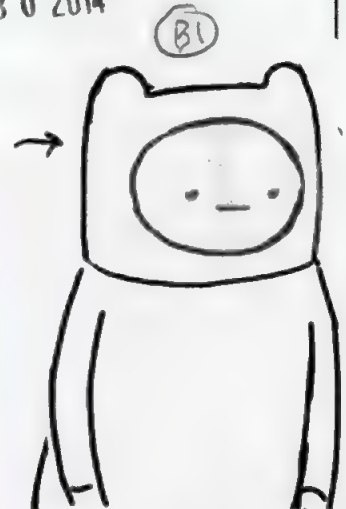
JUN 30 2014

Action:

- phone message signals
- finn checks phone

Timing:

(B2)  
thumb  
FWD to  
PRESS Button



Production :

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# ADVENTURE TIME

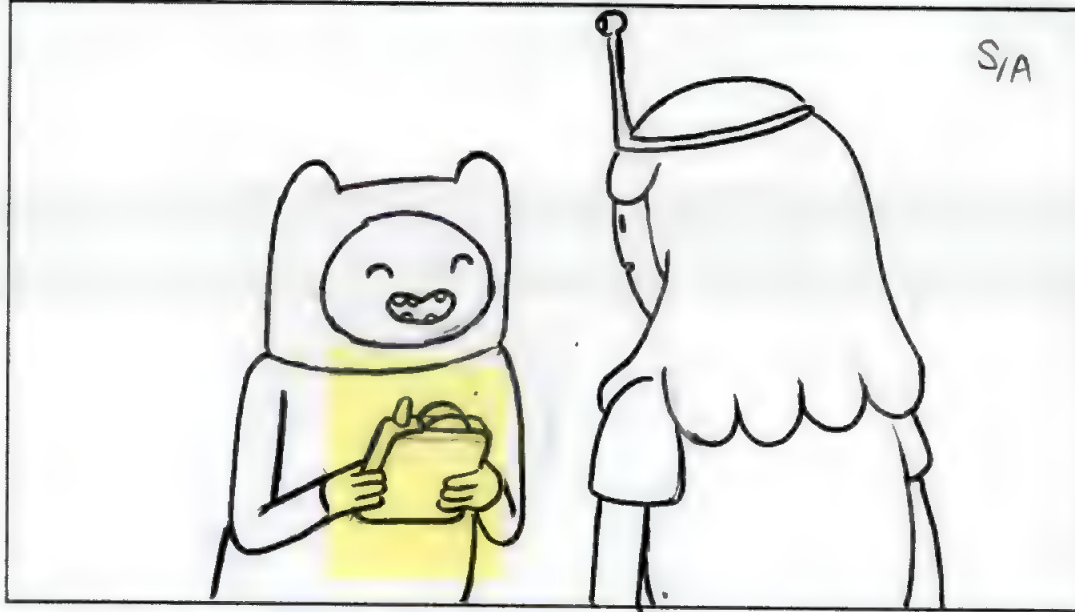


Sc. 177 CONT

Pnl. C

Bg.

day night



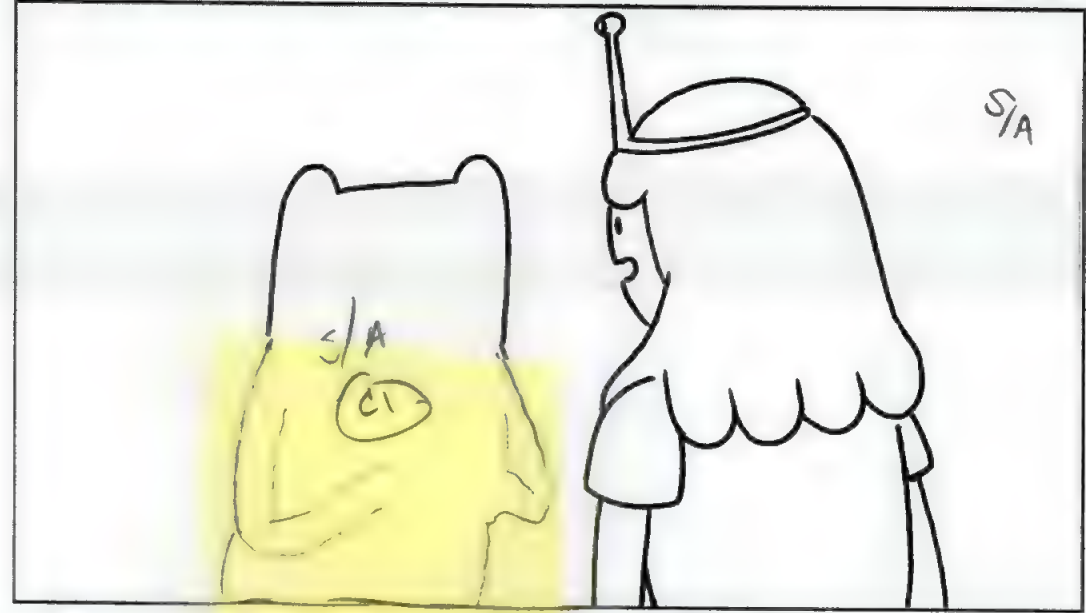
S/A

Sc. 177 CONT

Pnl. D

Bg.

day night



S/A

Dialog:

F: [Laughs]

PB: what are you laughing about?

Action:

Timing:



S/A (B)

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# ADVENTURE TIME



Page 225

Sc. 177 cont Pnl. E

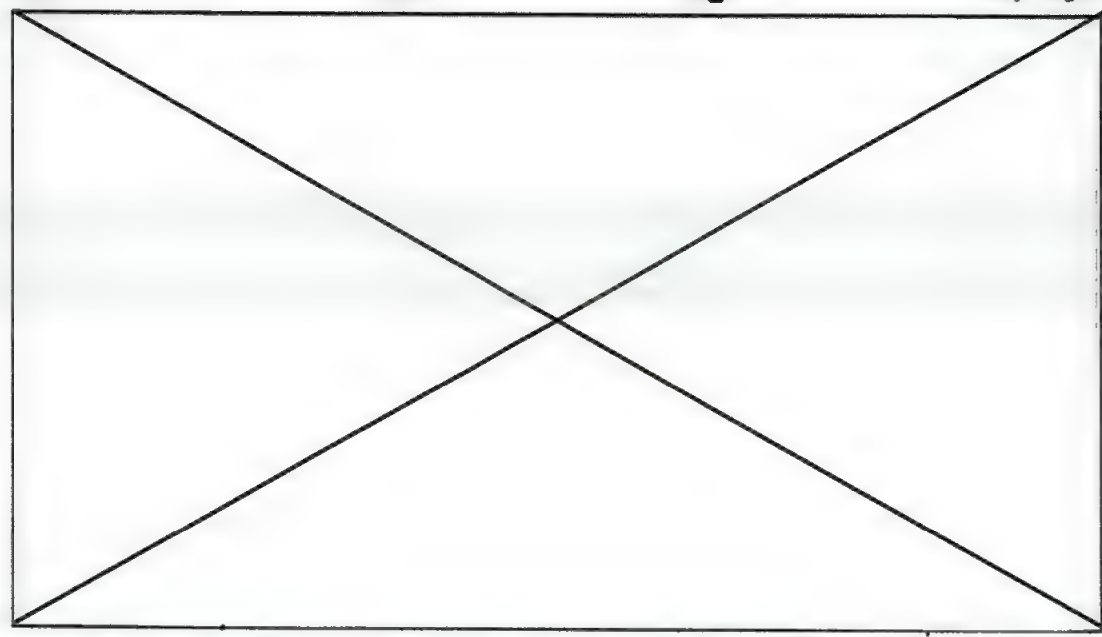
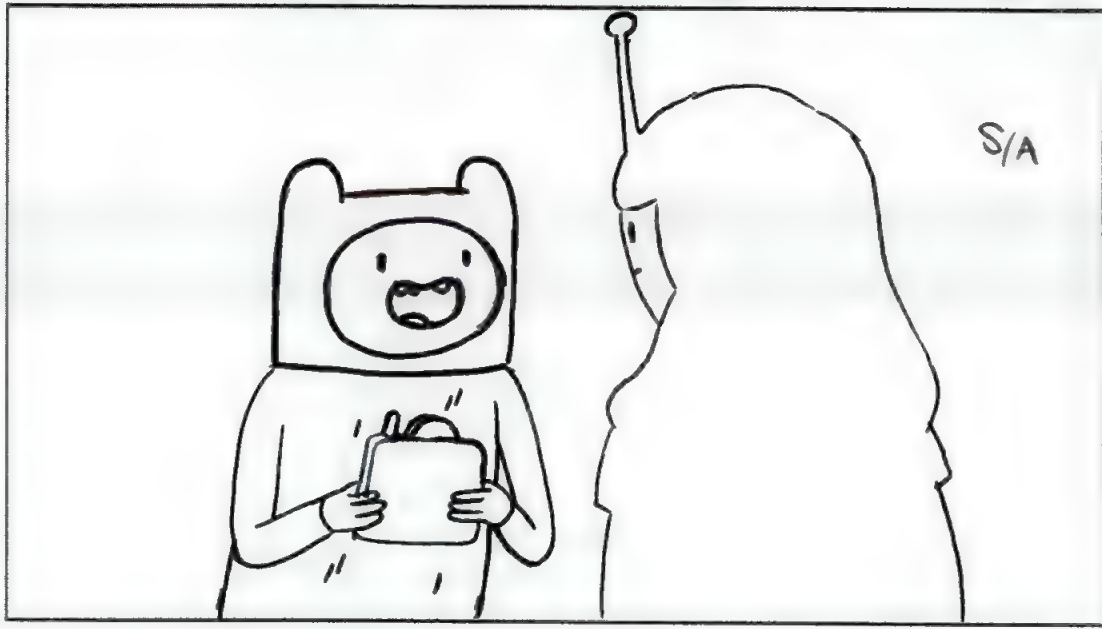
Bg.

day night

Pnl.

Bg.

day night



Dialog:	<u>F</u> : Jake just sent me a funny picture of himself.
Action:	
Timing:	

JUN 29 2014

1025-189

EPISODE #

Production :

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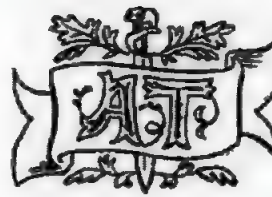
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# ADVENTURE TIME

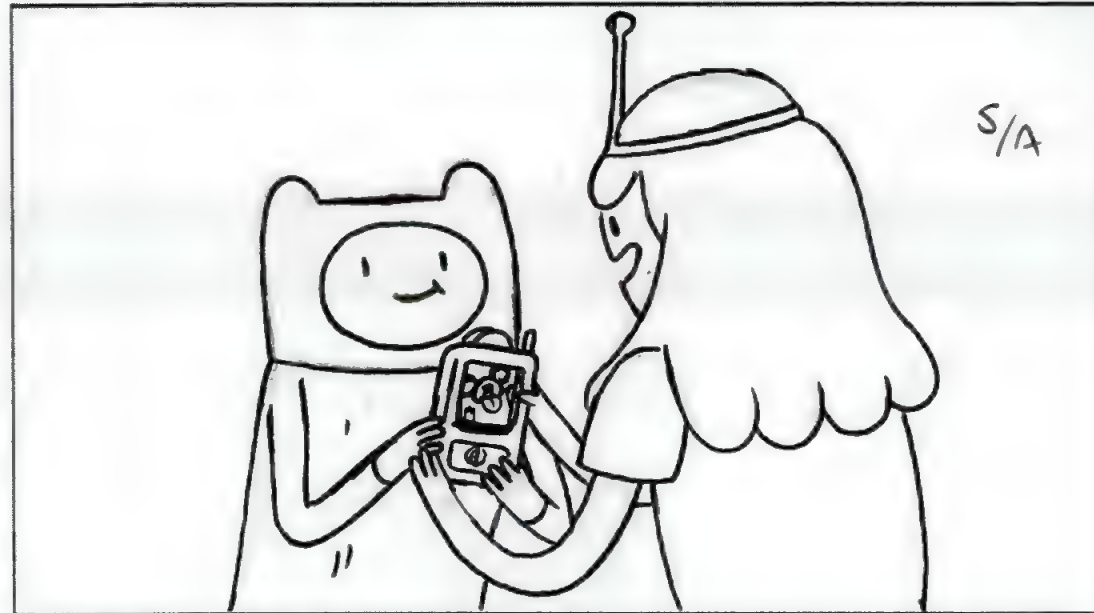


Sc. 77 CONT

Pnl. F

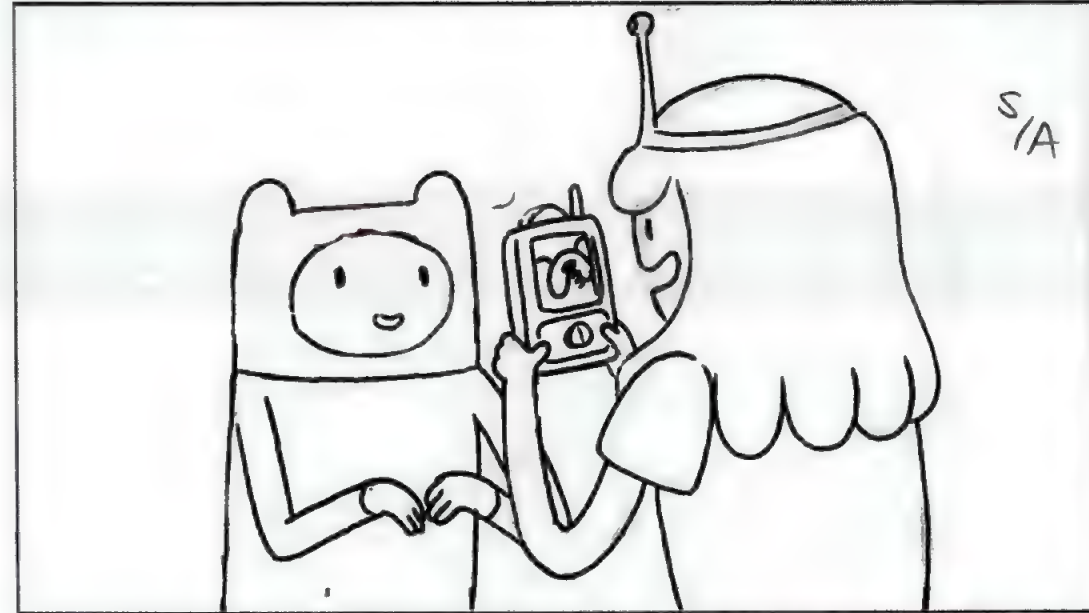
Bg.

day night



Sc. 77 CONT Pnl. G

Bg.



Dialog:

PB: [LAUGHS]

Action:

-F. TURNS THE PHONE AROUND.

Timing:



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226 NEXT  
day night

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EPISODE #

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Production :

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1025/189

Ho  
Cut

# ADVENTURE TIME



Page 226A

ART NEXT  
day night

Sc. 178

FLOOR

WALL

Pnl. A

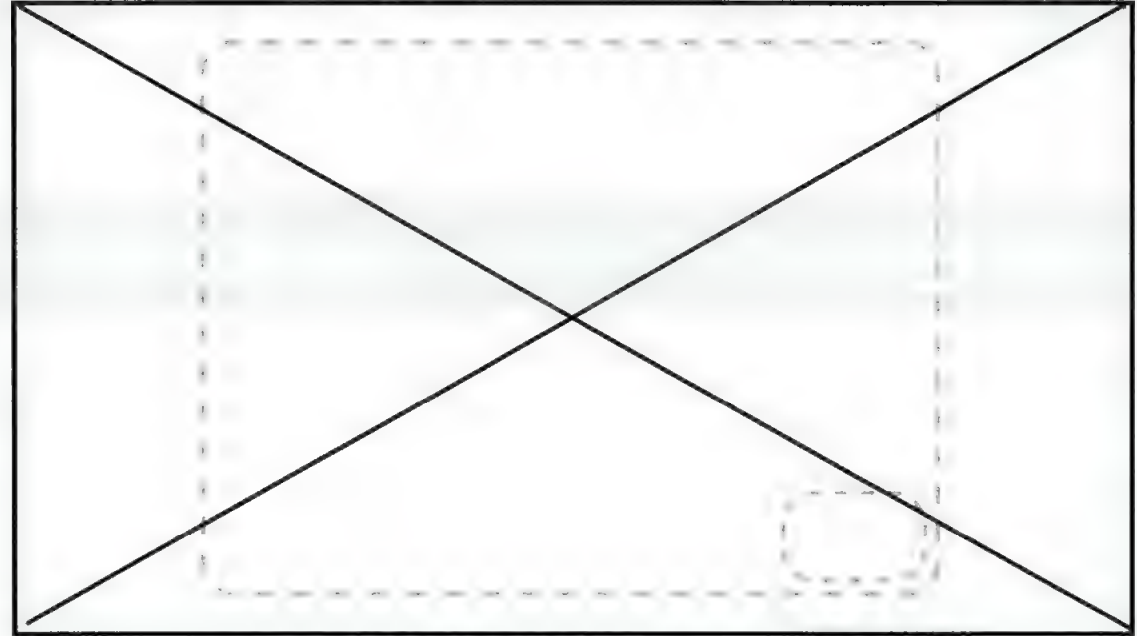
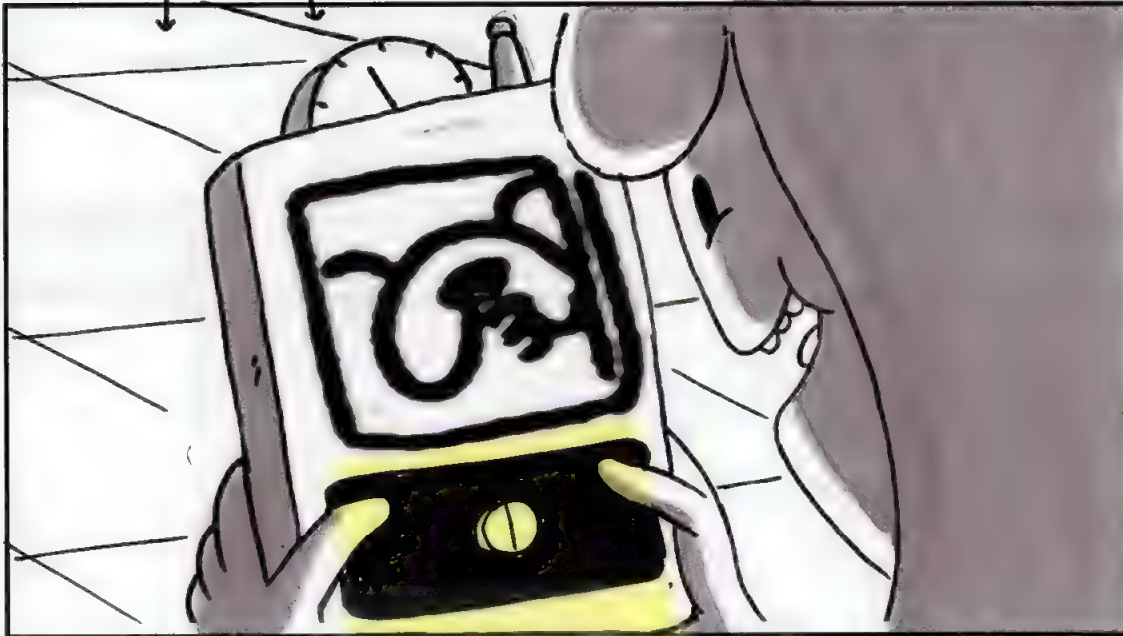
Bg.

day night

Sc.

Pnl.

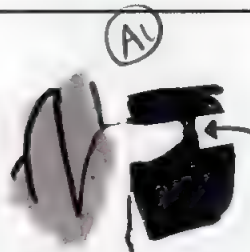
Bg.



Dialog:

PB: HEH HEH HEH

Action:



Timing:

JUN 30 2014

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Production:

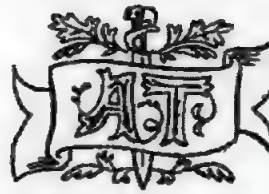
1025/189

1025/189

1025/189

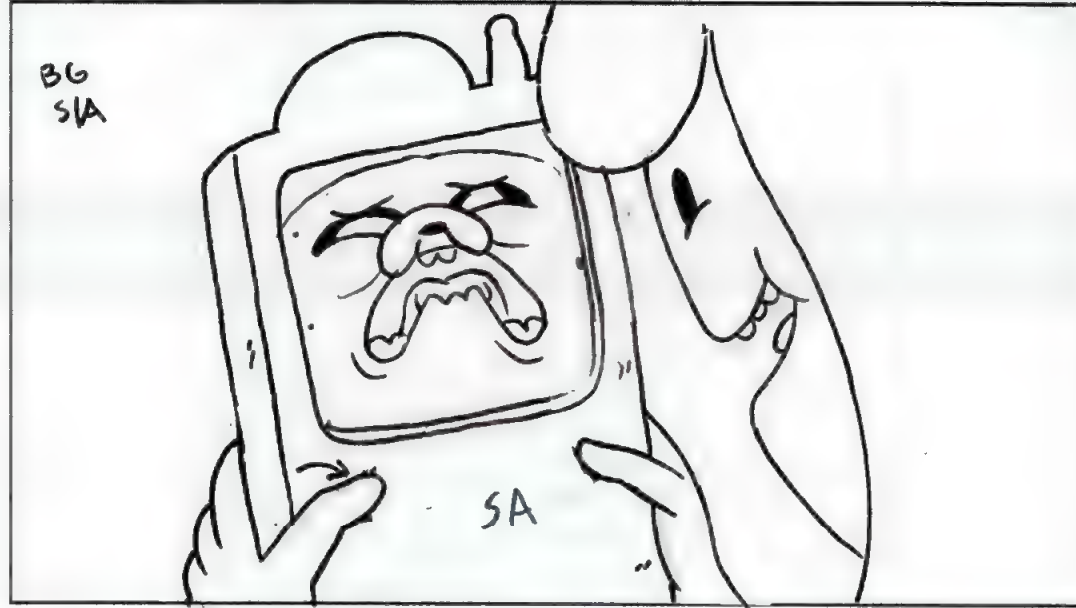
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# ADVENTURE TIME

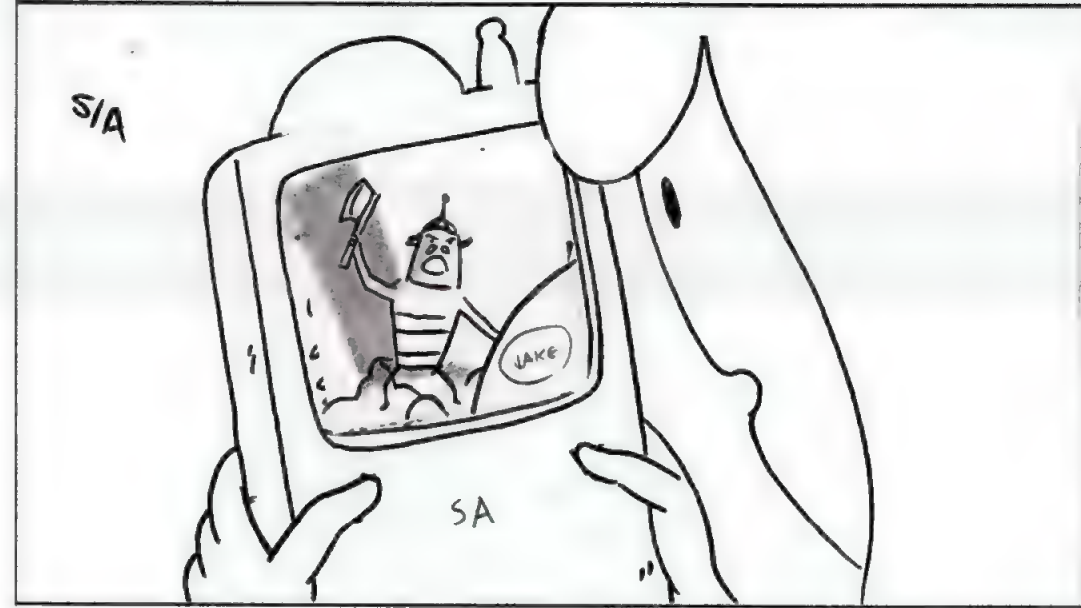


Page 227

Sc. 178 CONT Pnl. B Bg. day night



Sc. 178 CONT Pnl. C Bg. day night



*4th cut*

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Dialog:	<u>PB:</u> HEH HEH HEH	<u>PB:</u> WHOA..
Action:	-PB SEES JAKE'S SELFIE.	-PB SWIPES AND ANOTHER PIC APPEARS
Timing:	<div>(B1) </div>	

JUN 20 2014

Production :

1025/189



HO  
CUT

# ADVENTURE TIME



Sc. 179

Pnl. A

Bg.

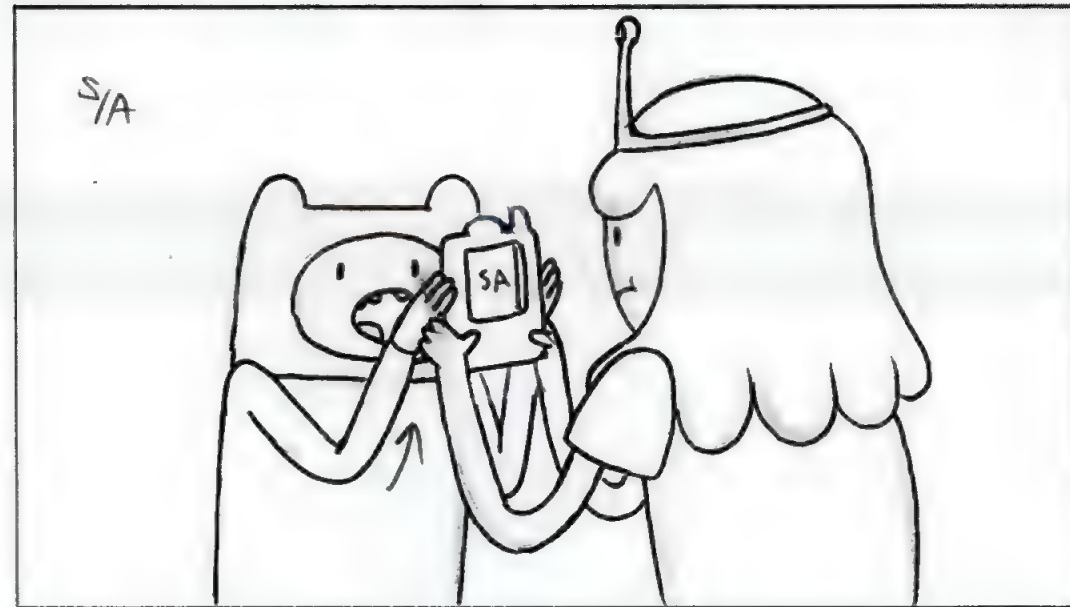
day night



Sc. 179 cont

Pnl. B

Bg.



Page 22.8  
22B NEXT  
day night

Dialog:

PB: IT LOOKS LIKE THE CANDY PEOPLE'S MAKESHIFT  
GOVERNMENT HAS BEEN TAKEN  
OVER BY A RUTHLESS DESPOT

Action:

PB looks at Jake selfie sees craziness  
in background / That's what finally  
convinces her.

Timing:

W. AT

F: WHAT! WHY AREN'T  
YOU FREAKING OUT!

- F. GRABS PHONE.

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Production :

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# ADVENTURE TIME



*170 cut*

Page 228A

*228B NEXT*

Sc. 179 *CONT*

Pnl. C

Bg.

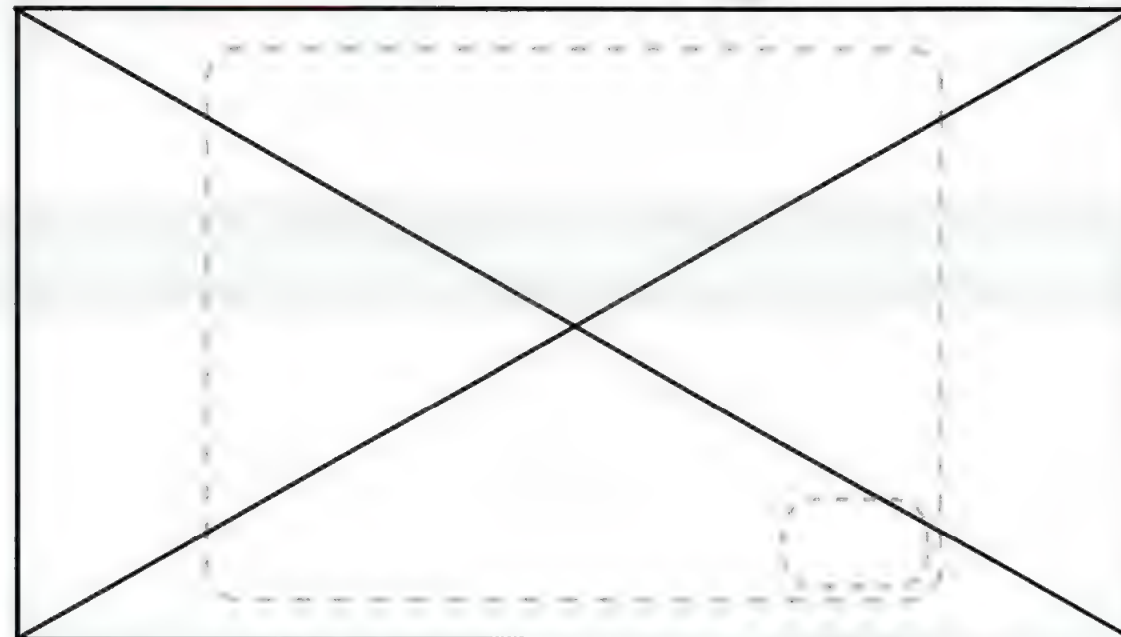
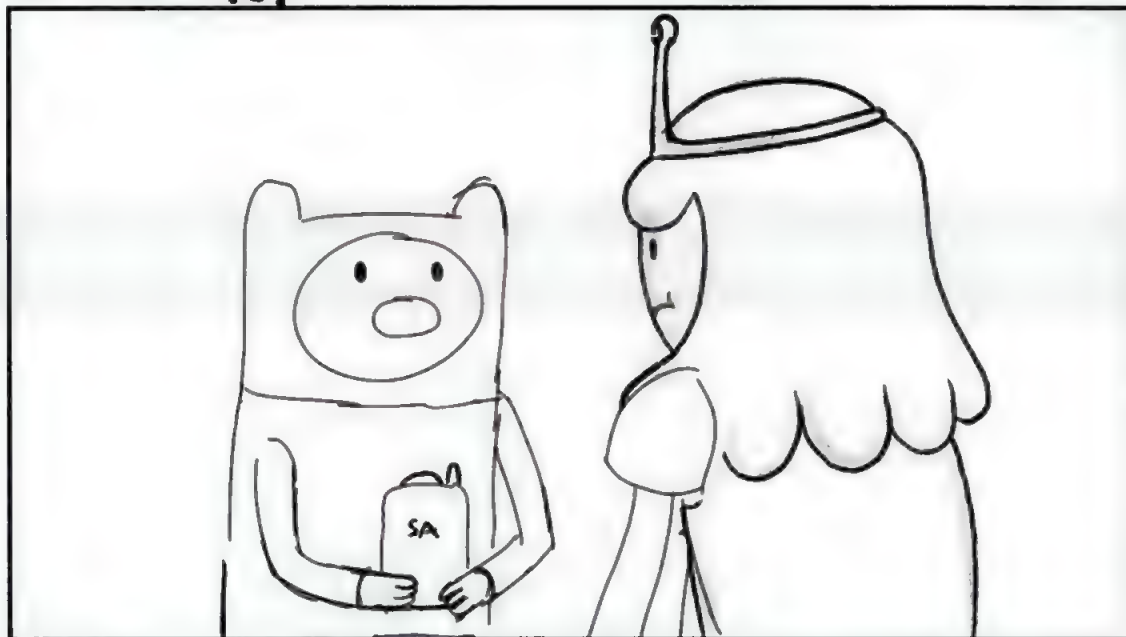
day night

Sc.

Pnl.

Bg.

day high



Dialog:

Action:

Timing:

JUN 30 2011

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Production:

1025/189

# ADVENTURE TIME



Hu  
Cut

Page 228B

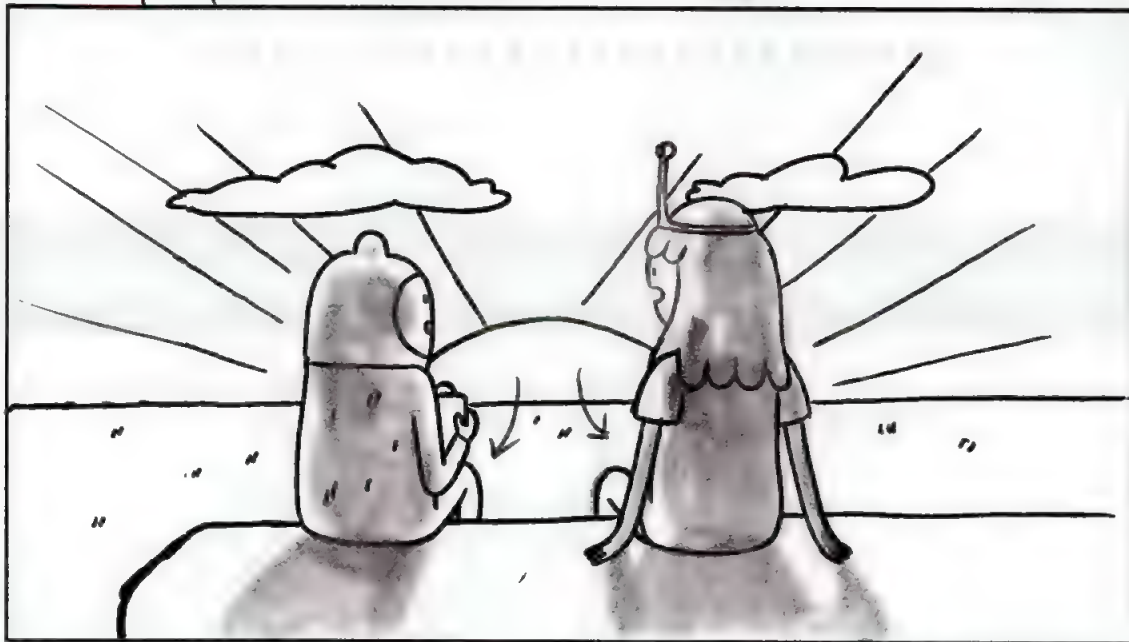
229 NEXT  
day night

Sc. 179A

Pnl. A

Bg.

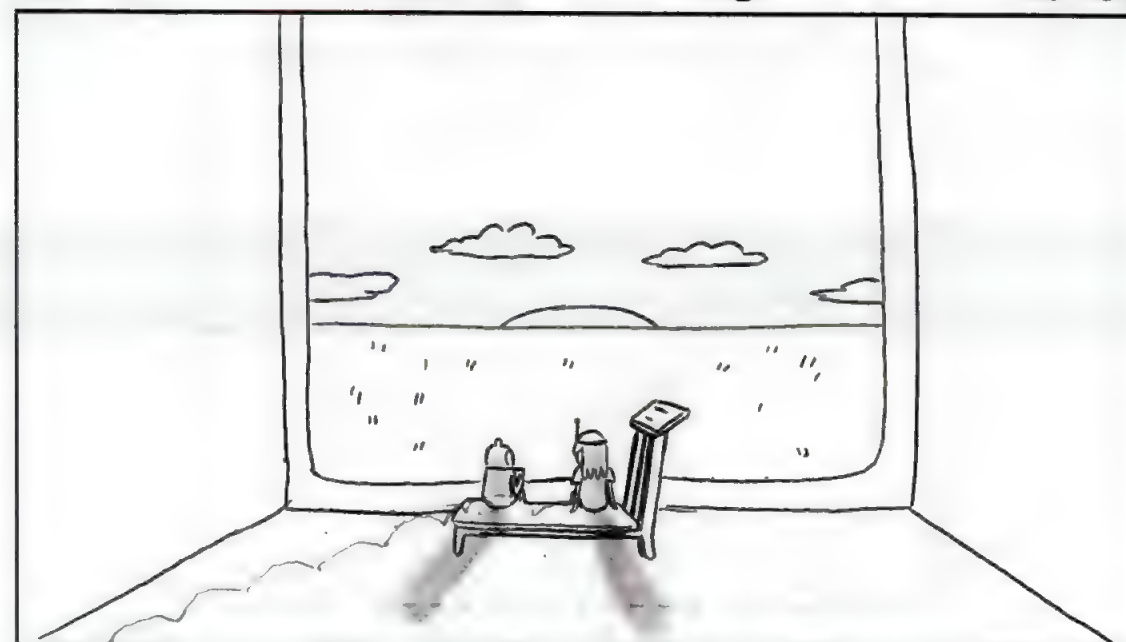
day night



Sc. 180

Pnl. A

Bg.



Dialog:

PB:

EH, IT WAS WORTH GIVING  
THEM A SHOT.

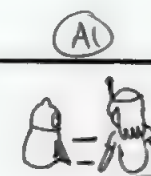
PB: LET'S GET BACK  
TO THE PARTY, THOUGH.

Action:

Timing:



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EPISODE #

10 25 / 189

Production :

681 '07.01

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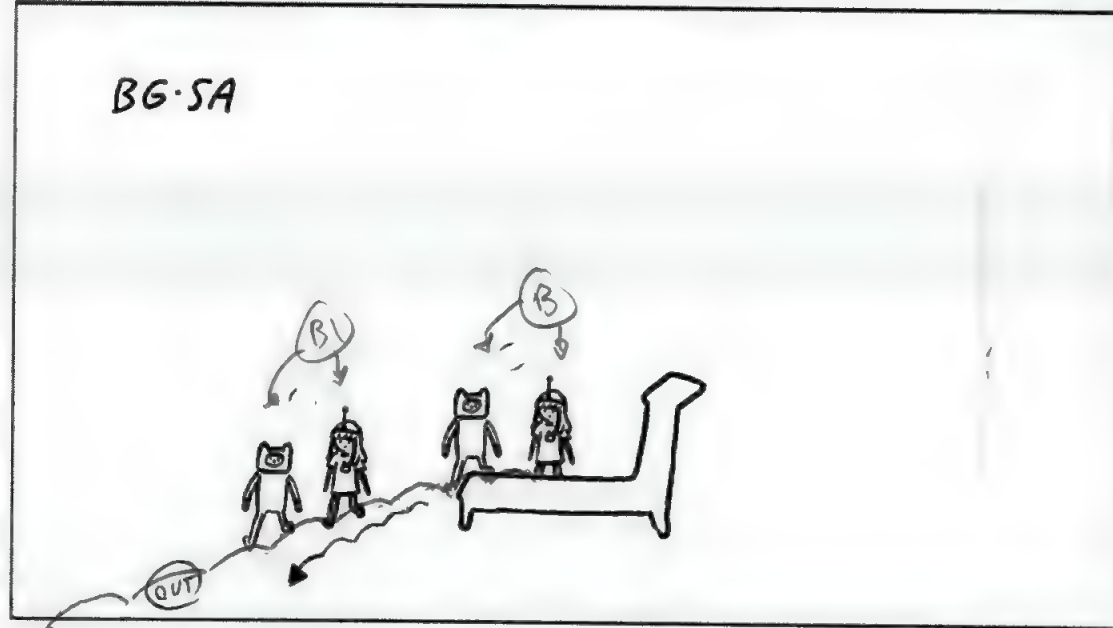


# ADVENTURE TIME

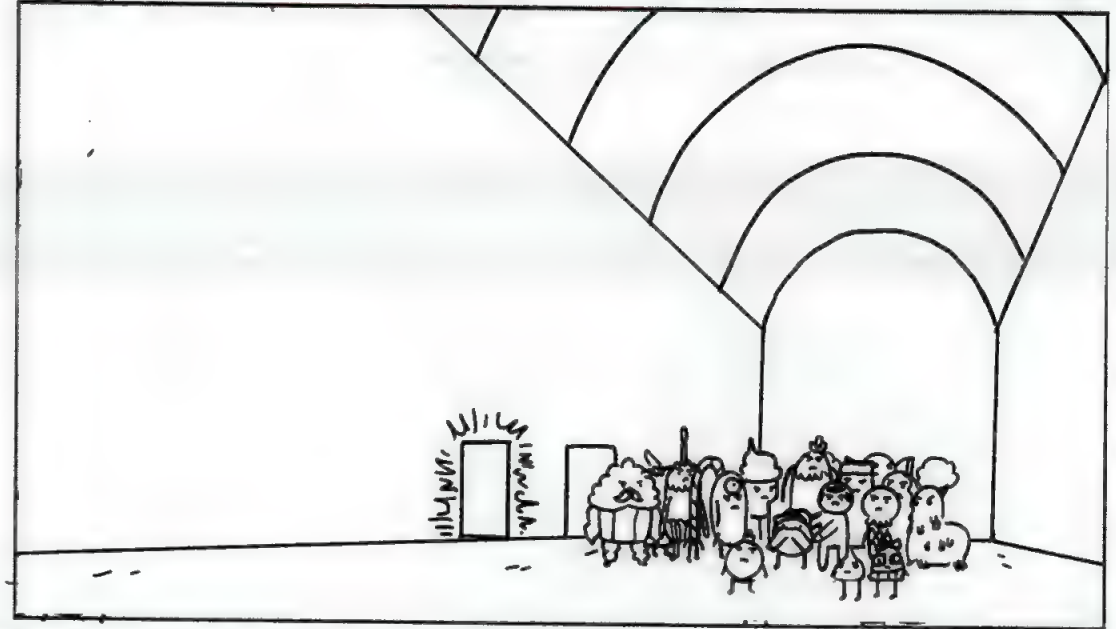


Cut w/ post

Sc. 180 CONT Pnl. B Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog:

PB: IT LOOKS LIKE WE HAVE TO SAVE IT.

CCC: NEIGH!

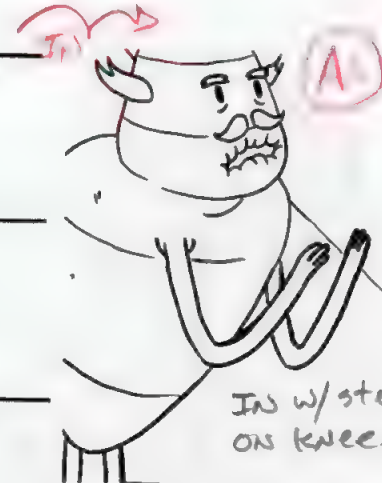
JUN 30 2014

Action:

PB + F WALK OFF/S WIFE

Candy People holding down starchy.

Timing:



In w/ steps ON KNEES

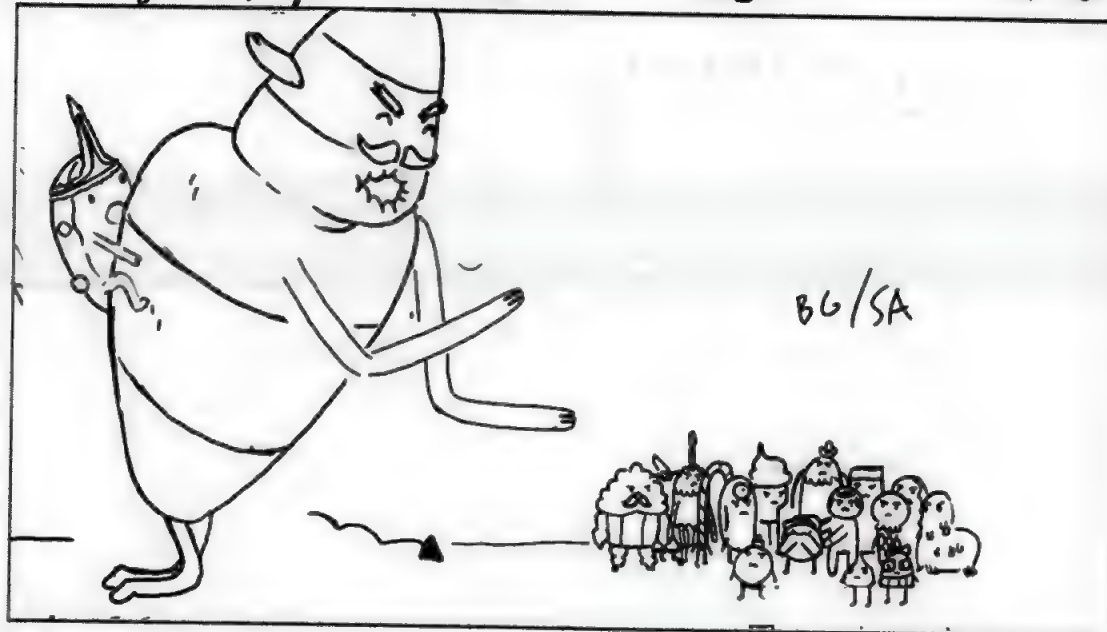
# ADVENTURE TIME



Sc. 181 CONT Pnl. B

Bg.

day night



Sc. 181 CONT Pnl. C

Bg.

day night



Dialog:

CCC: NEIGH!

CANDY PEOPLE: CRUN-CHY! CRUN-CHY!

Action:

- CCC REARS LIKE A HORSE

Candy people chanting "crunchy."

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Timing:



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ADVENTURE TIME



Sc. 18) *cont* Pnl. D Bg. day night

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*140 cont*

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Dialog:

CP: CRUN-CHY!!

Crunchy: To the CRATER!

JUN 30 2014

Action:

Crunchy rides Colonel Candy Corn like a horse.

Timing:

DI



1025/189

Production :

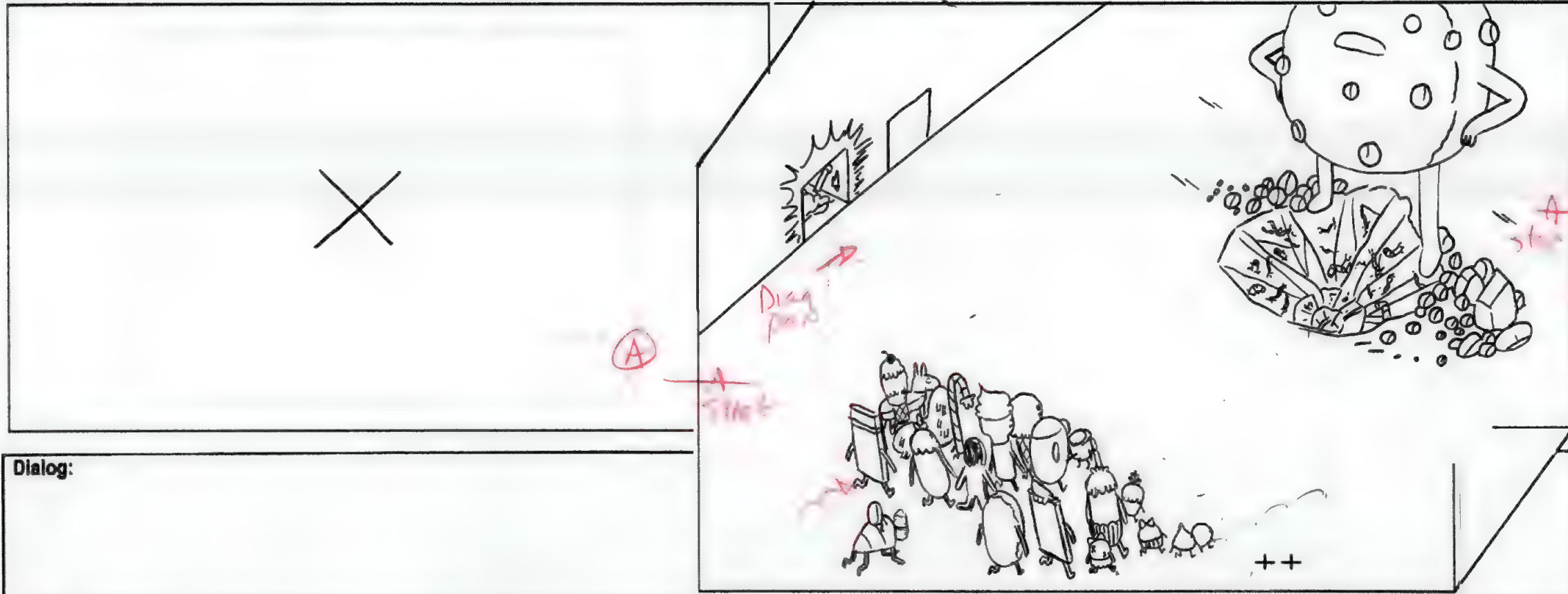


ADVENTURE TIME



Page 232

Sc. Pnl. Bg. day night Sc. 182 Pnl. Bg. day night



Dialog:

Action:

Timing:



- CANDY PEOPLE WALK OVER TO CRUNCHY STATUE.

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Production :

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# ADVENTURE TIME



HO  
CUT

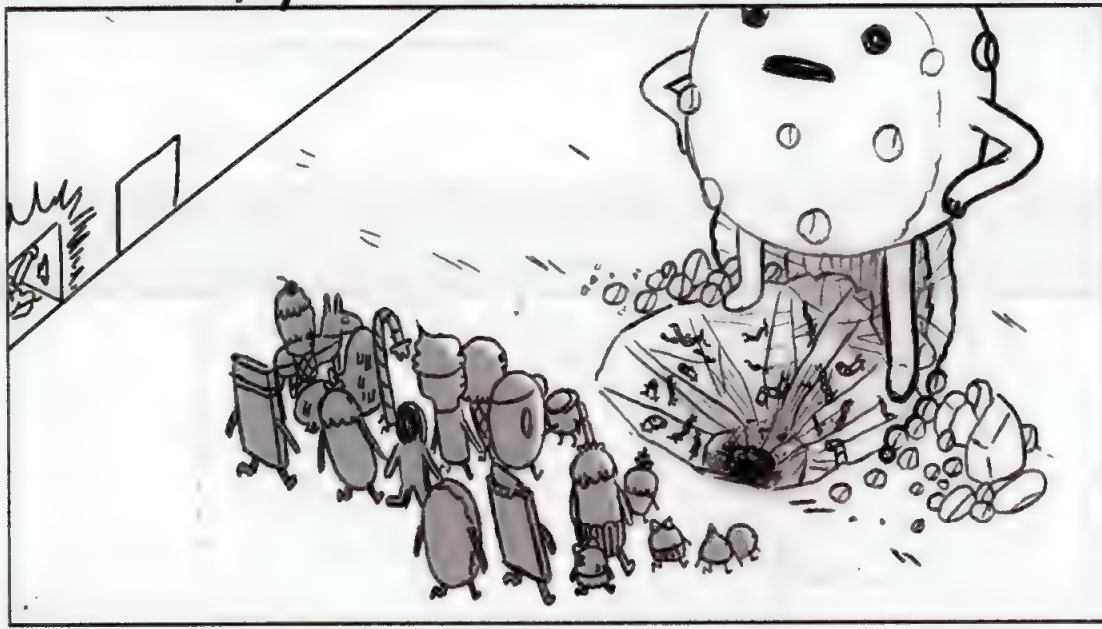
NO SC 183

Page 233

Sc. 182 CONT Pnl. B

Bg.

day night

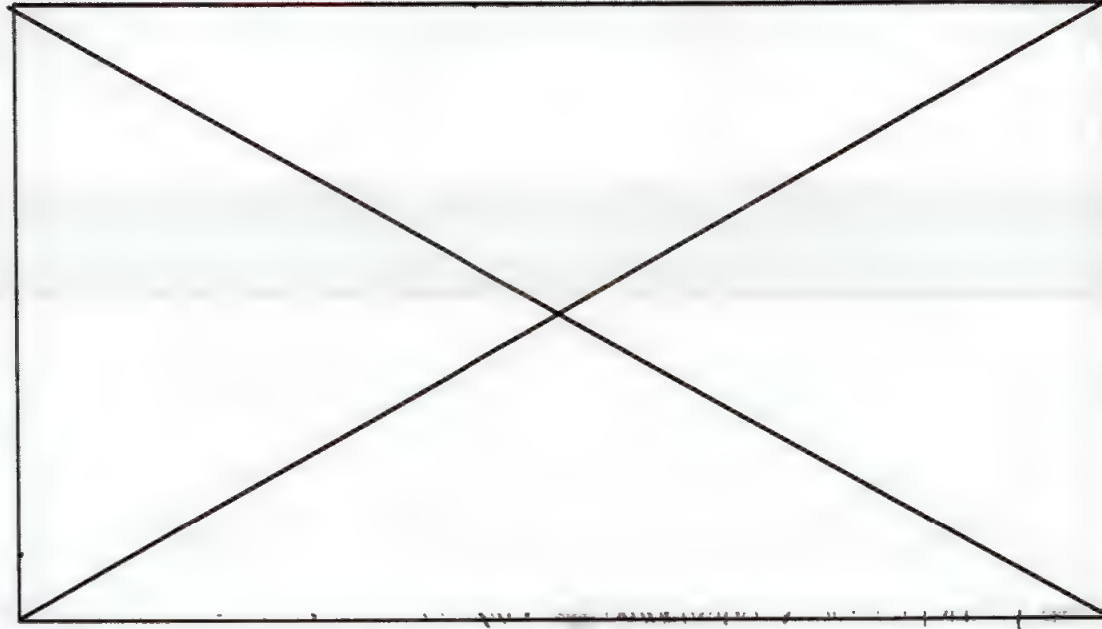


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



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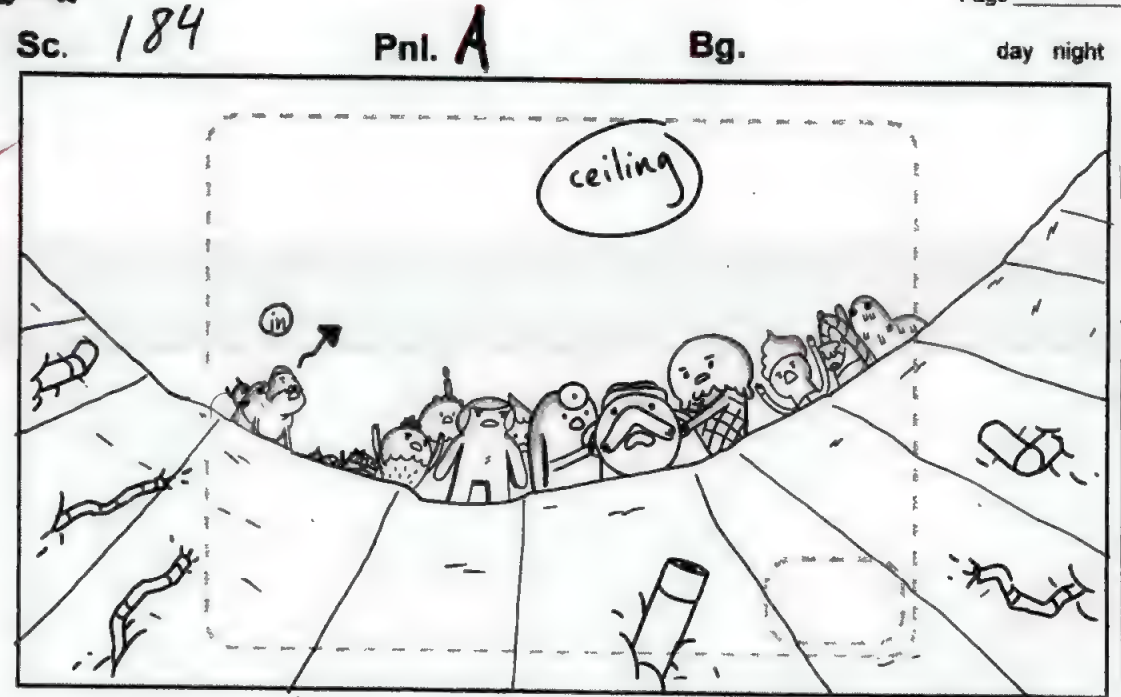
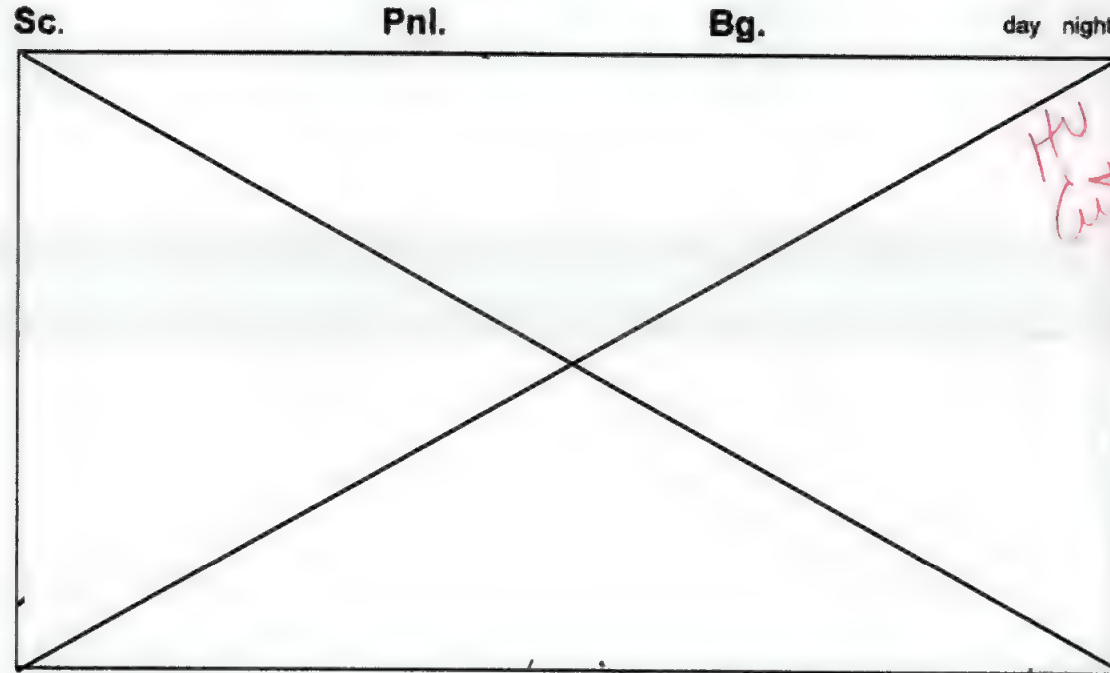


# ADVENTURE TIME



No Sc. 183

Page 234



Dialog:

Crunchy: Any last words Starchy.  
Starchy: you smell!

Action:

ⓐ Arm  
Down to  
hip

JUN 30 2014

Timing:

A4



Choco B

A5



DR. ICE  
CREAM

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Production :

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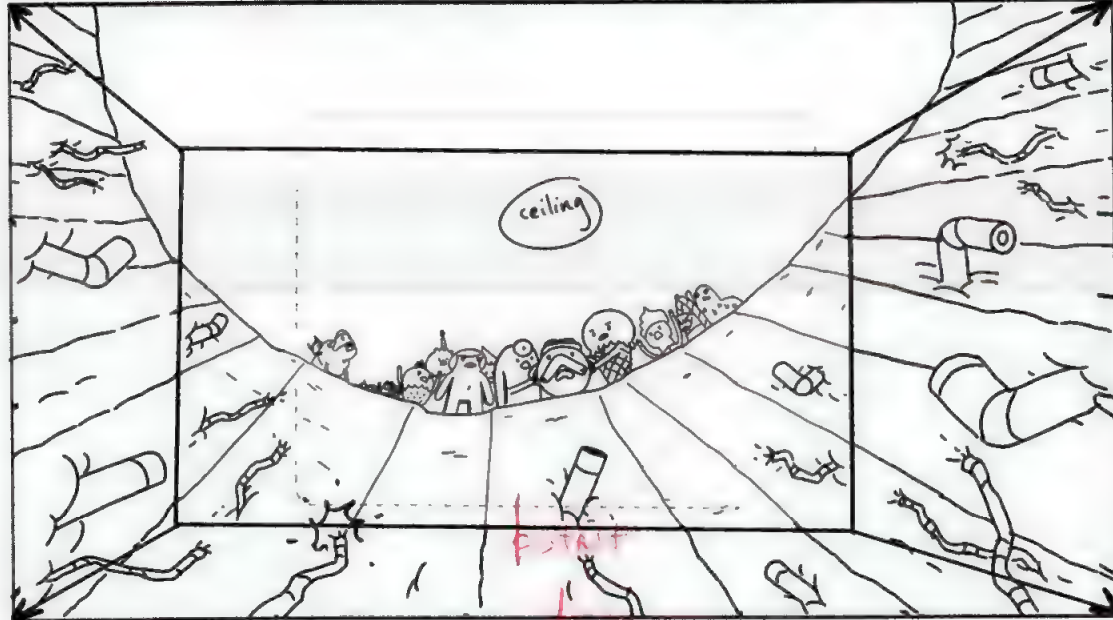
# ADVENTURE TIME



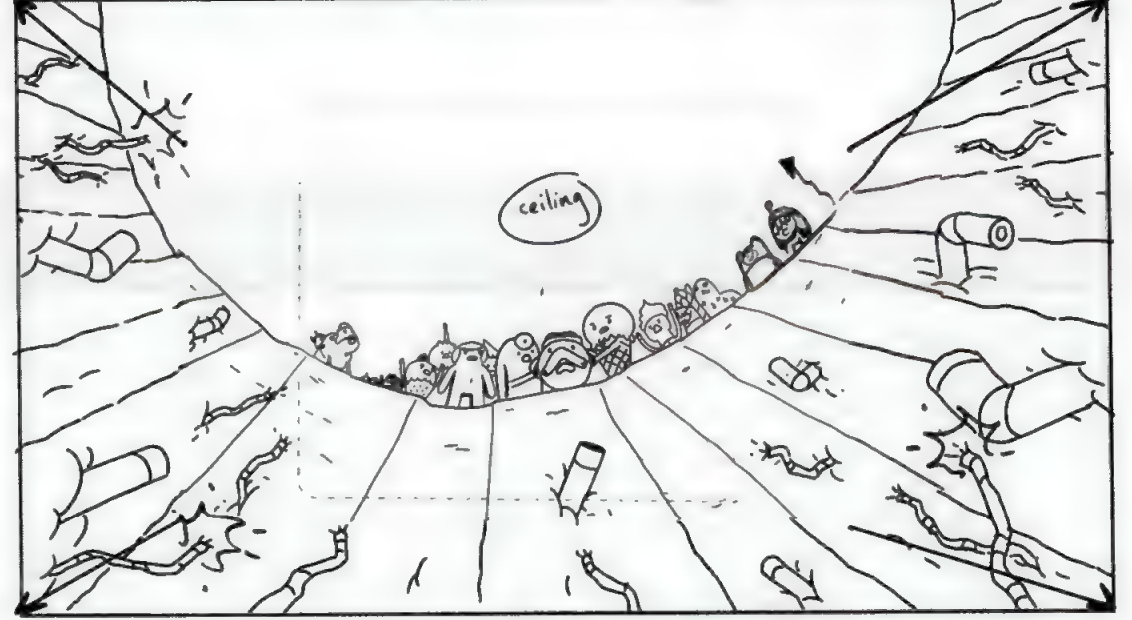
Page 235

*Handwritten:* Hu  
cut

Sc. 184 CONT Pnl. B Bg. day night



Sc. 184 CONT Pnl. C Bg. day night



Dialog:

*Handwritten:* CRUNCHY: THROW HIM IN- PB: what's going on here?

Action:

TRUCK OUT (B1) *Handwritten:* (R) Arm forward point

(B2) *Handwritten:* Dr. Donut & Ice Guy Antic w/ starching throw them

*Handwritten:* Finn + PB enter.

JUN 30 2014

Timing:



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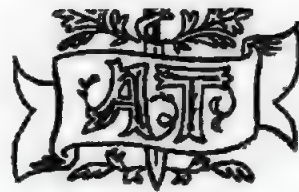
Production :

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# ADVENTURE TIME



Page 236

Sc. 185

Pnl. A

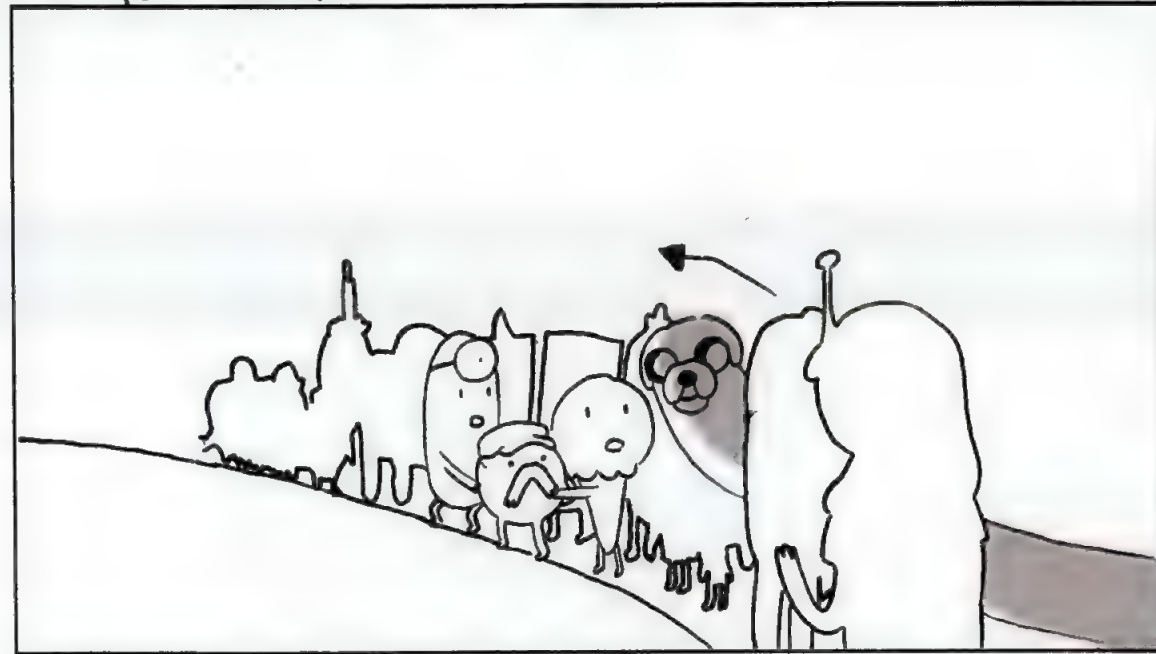
Bg.

day night

Sc. 185 CONT Pnl. B

Bg.

day night



Dialog:

C. PEOPLE : UHHH...

J:

THEY DEVOLVED INTO BEASTS.  
IT WAS. HILARIOUS.

JUN 30 2014

Action:

- CPEOPLE STOP.

Jake explains what happened.

Timing:



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Production :



# ADVENTURE TIME

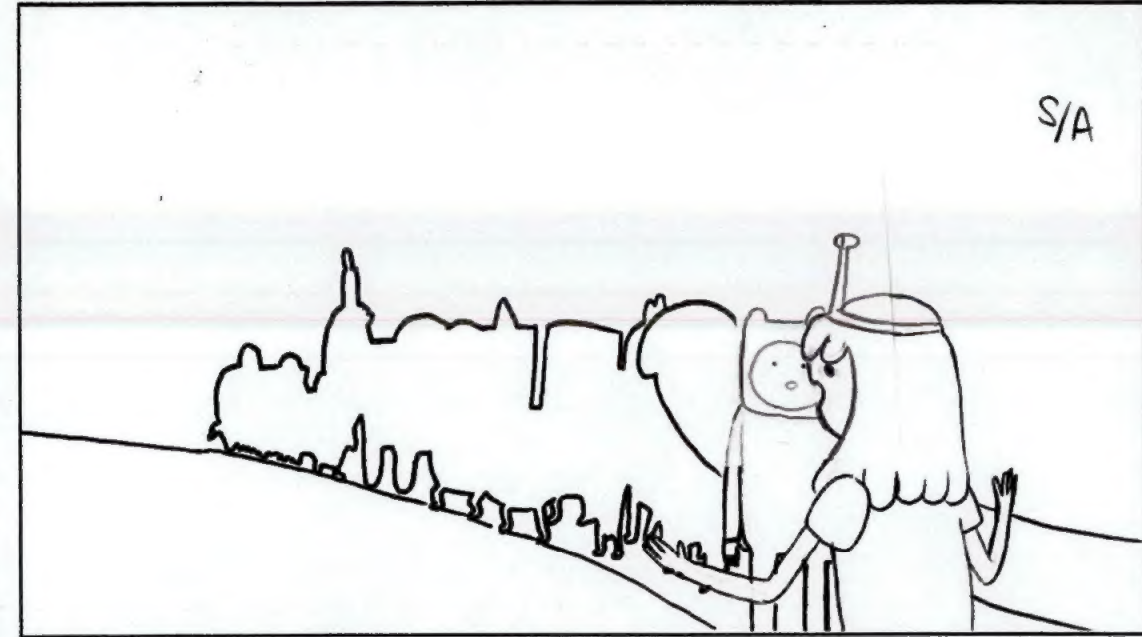


Page 237

Sc. 185 CONT Pnl. C

Bg.

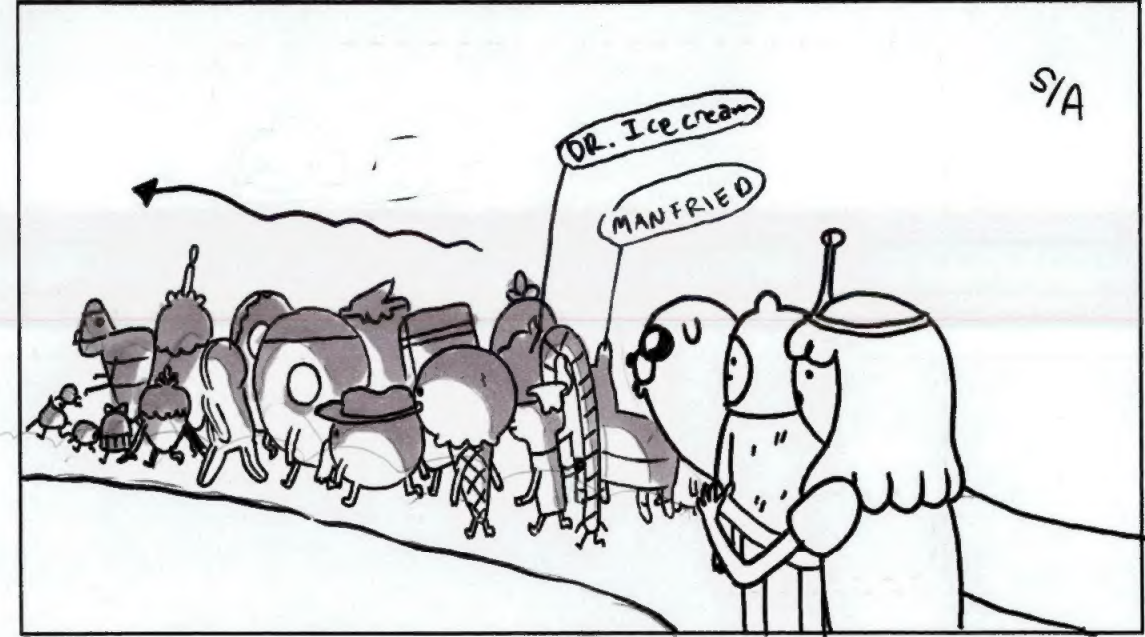
day night



Sc. 185 CONT Pnl. D

Bg.

day night



Dialog:

PB: OKAAAY. EVERYBODY  
Get' into your sleeping bags  
and I'll read you a story.

Action:

Timing:



- C. PEOPLE WALK OFF/S.  
- MANFRIED DOESN'T WALK, HE IS CARRIED BY DR. ICE CREAM.

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EPISODE #

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Production :

1025/189



Cut

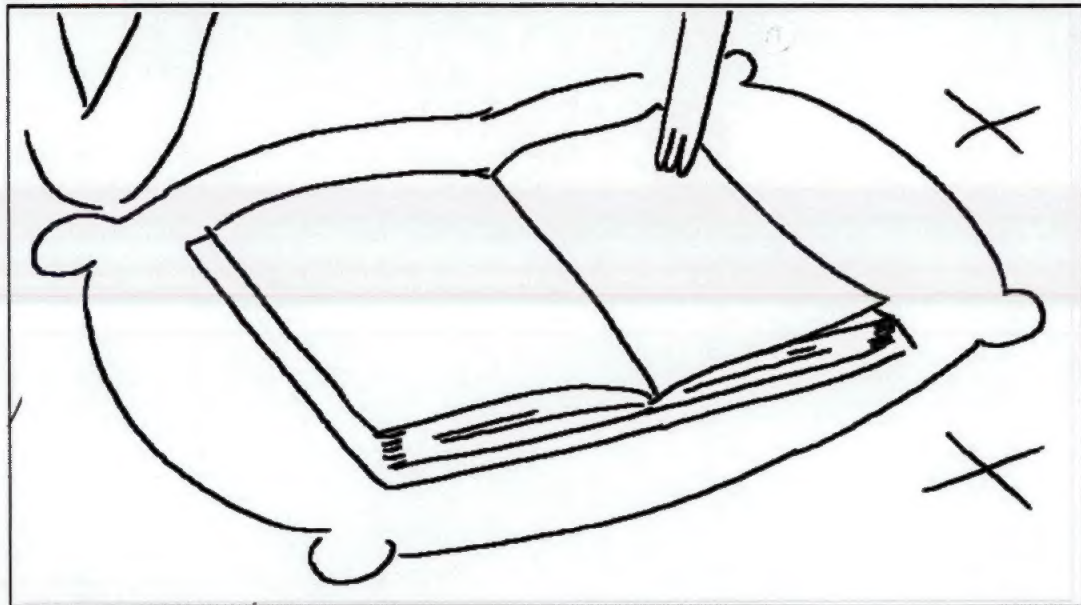
# ADVENTURE TIME



Page 238

Hu  
Cut

Sc. 186 Pnl. A Bg. day night



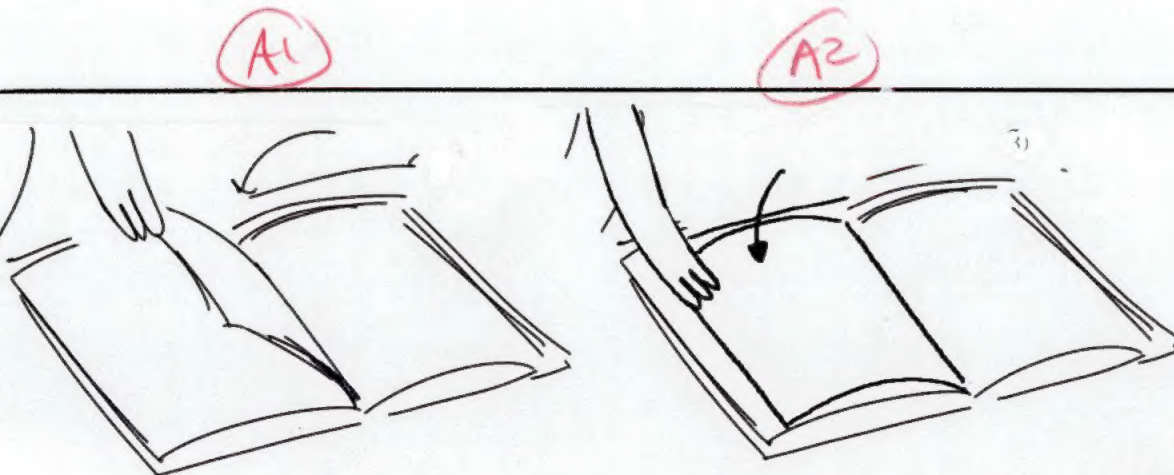
Sc. 186 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:



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Production :

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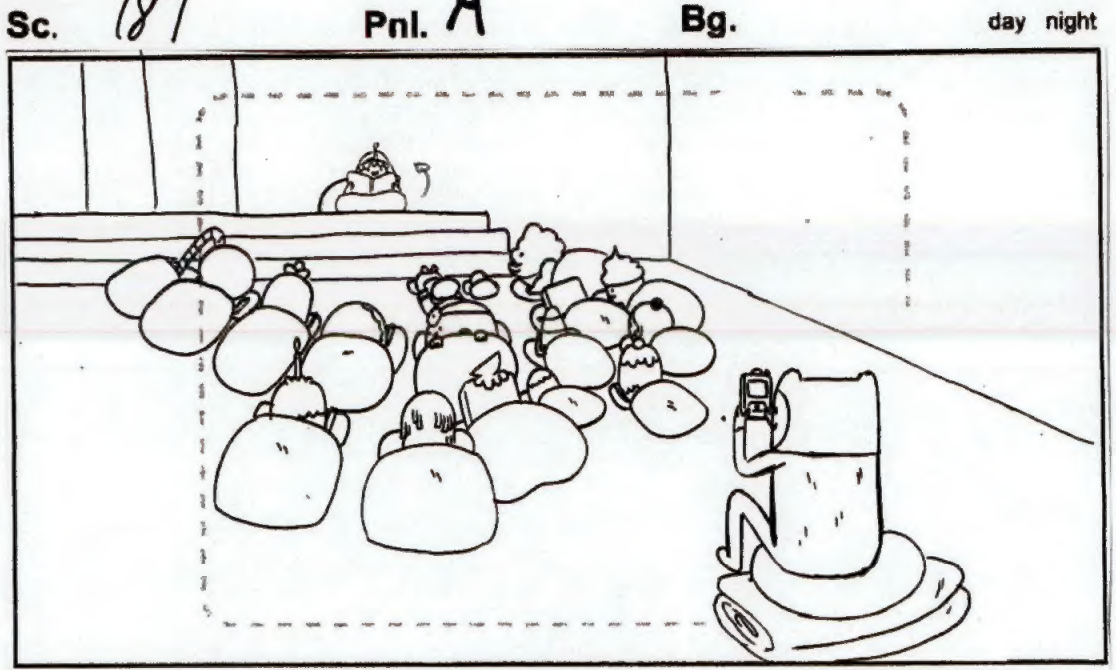
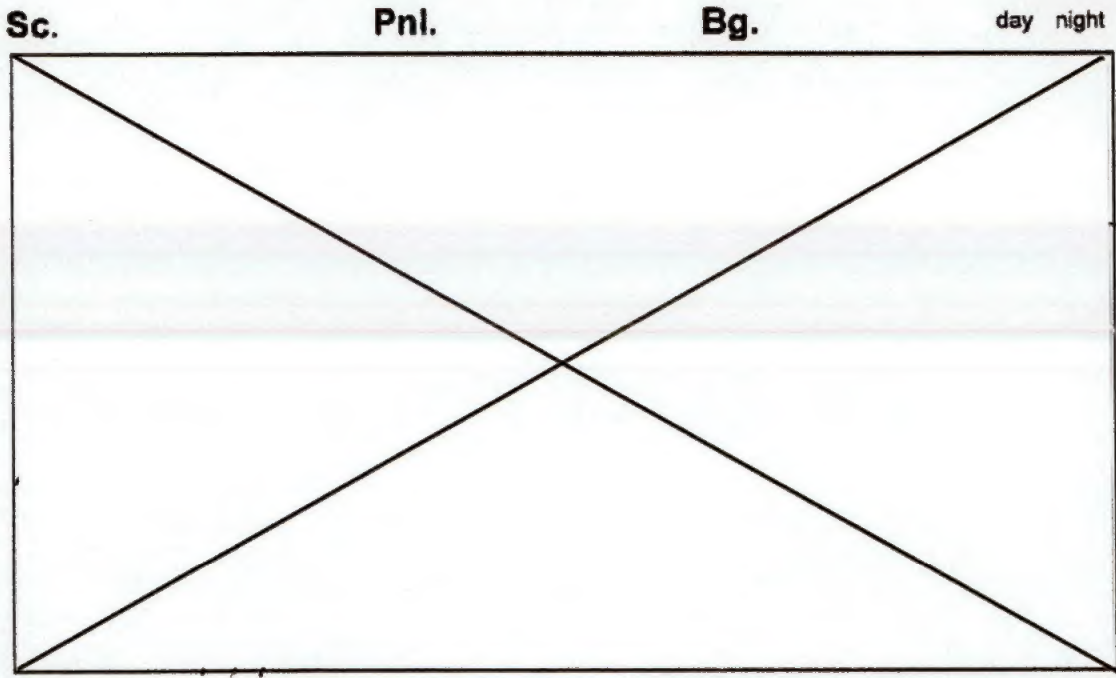
ADVENTURE TIME



*Hu  
cut*

Page 239

*Hu  
cut*



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Production :

**Dialog:**

PB (reading)/ [clears throat] Modern mens wear can be traced back 200 years.

**Action:** PB reading from a book.

 (A)

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**Timing:**

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KU  
CUT

# ADVENTURE TIME



Page 240

20P

Sc. 188

Pnl. A

Bg.

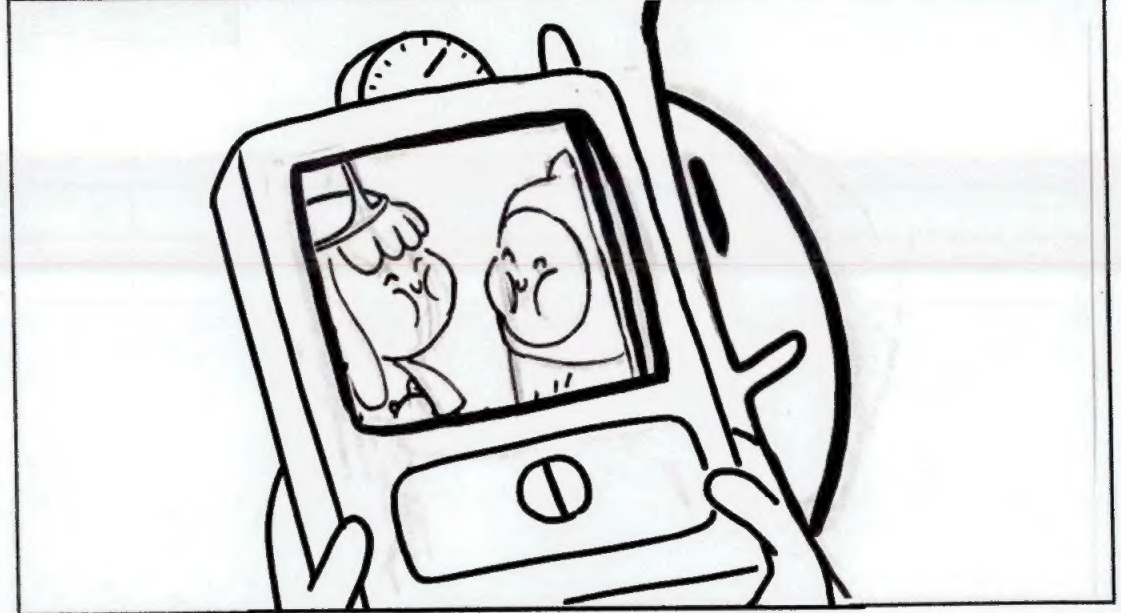
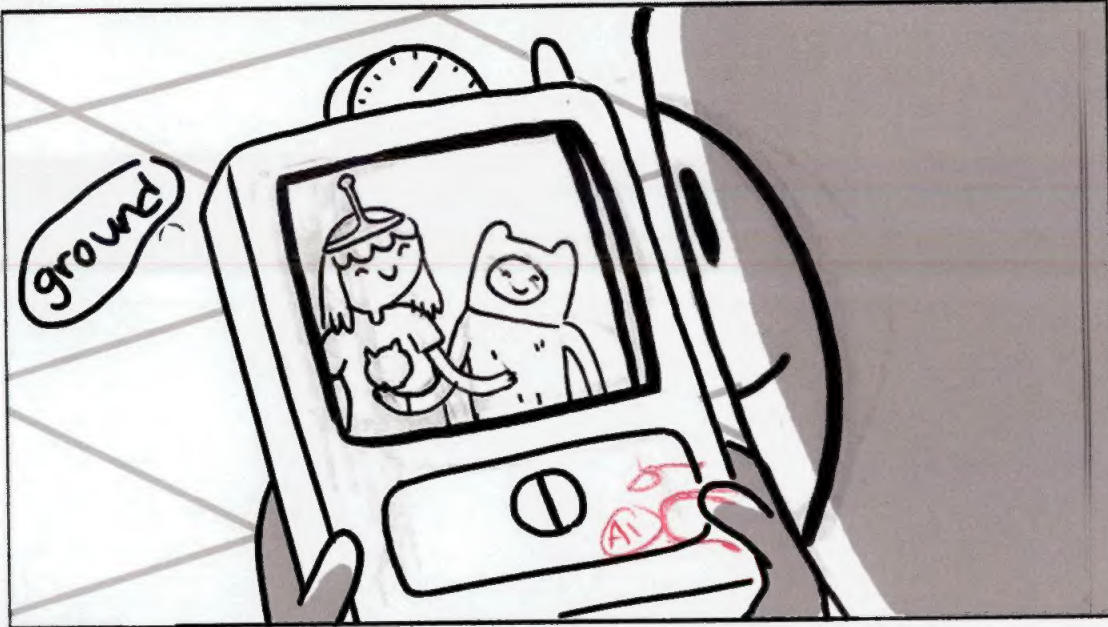
day night

Sc. 188 CONT

Pnl. B

Bg.

day night



Dialog:

PB (o.s. distant reading)/ furs and textiles became easier to produce with higher quality.

F: HEH HEH.

Action:

Flips through his pictures of his nice evening with PB.

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(END)

Timing:



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Production :

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